



"The Thin Yellow Line"
1034-233
Final Board

Date 08/20/15

- Board Team Final
- Network Approval Board
- Record Board
- Animatic Scan Board
- Conformed Board 08/20/15
- Design Board
- Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Emily Partridge & KC Green

Animation Studio
SAE ROM

SEP 10 2015

ADVENTURE TIME



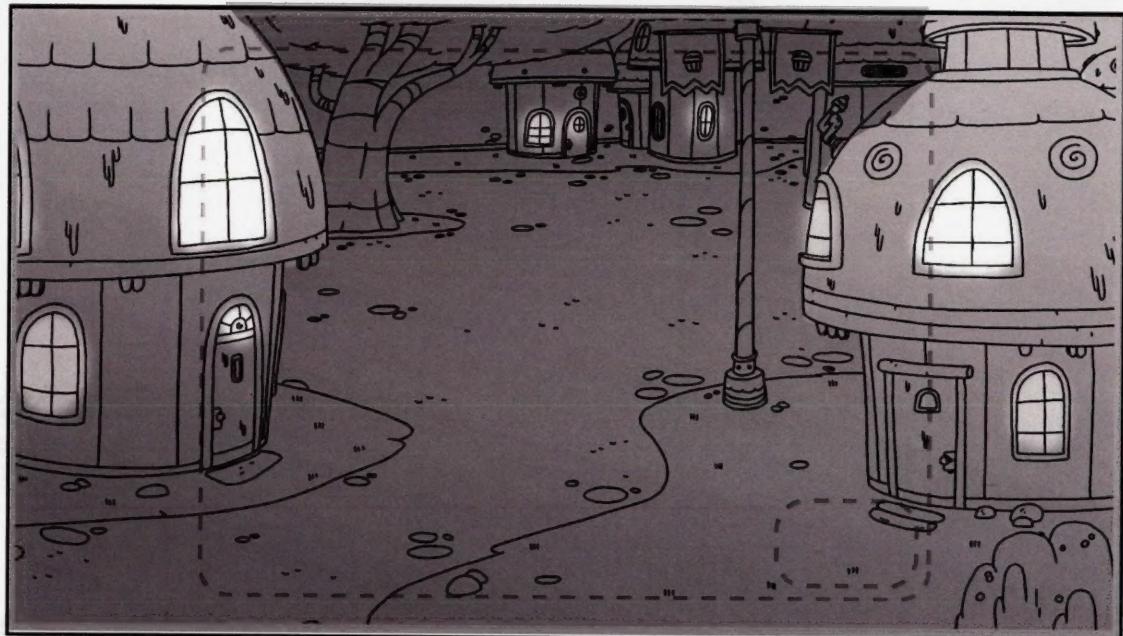
Page 1

Sc. 1

Pnl. A

Bg.

day night

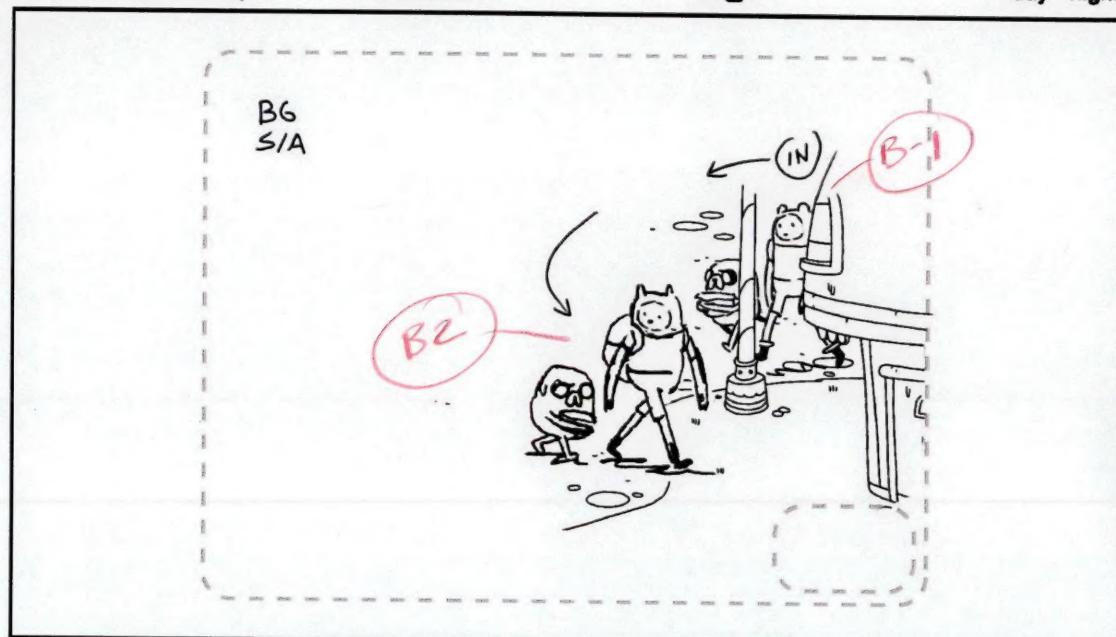


Sc. 1 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

J/(O/S) ... ALL I'M SAYING IS I'M TIRED OF 'PILGRIMS OF THE LAND'!
I HATE THAT BOARD GAME!

F/ YOU'RE JUST SAYING THAT BECAUSE
PEP BUT

Action:

J RANTING O/S, SLOWLY FADES IN AS THEY APPROACH

F & J ROUND CORNER

SEP 10 2015

Timing:

DX WINDOWS
BL LITE IN WINDOWS

Production :

EPISODE # 1034-233

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ADVENTURE TIME

Sc. 1 cont

Pnl. C

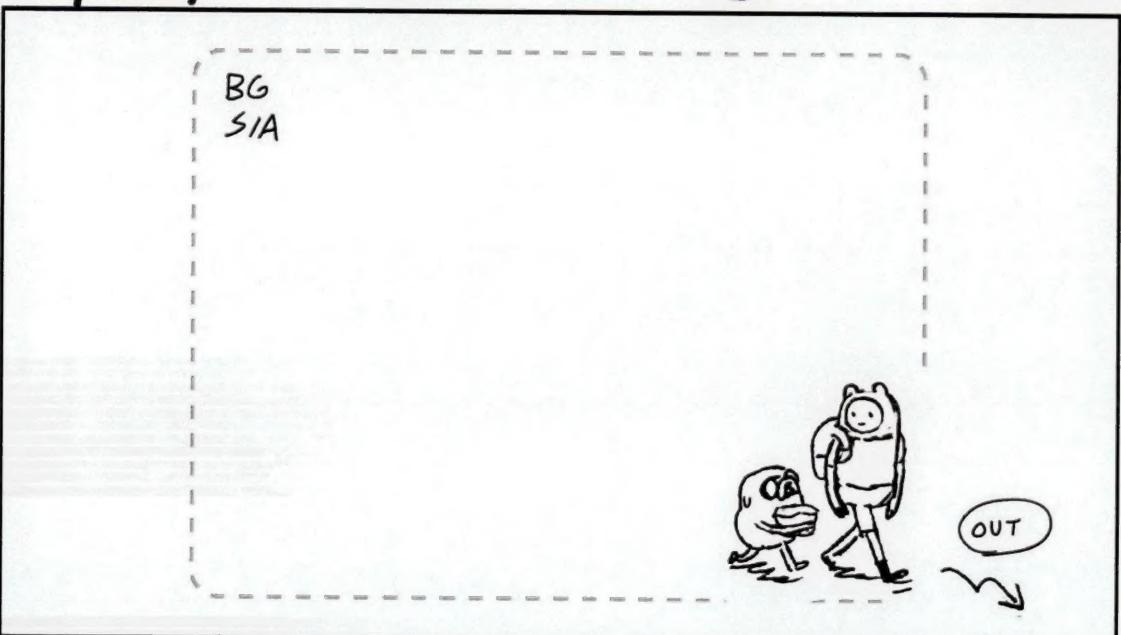
Bg.



day night

Page 2

no sc. 2



Dialog:

F/ BEAT YOU EVERY TIME.

Action:

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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NO
SC2

ADVENTURE TIME

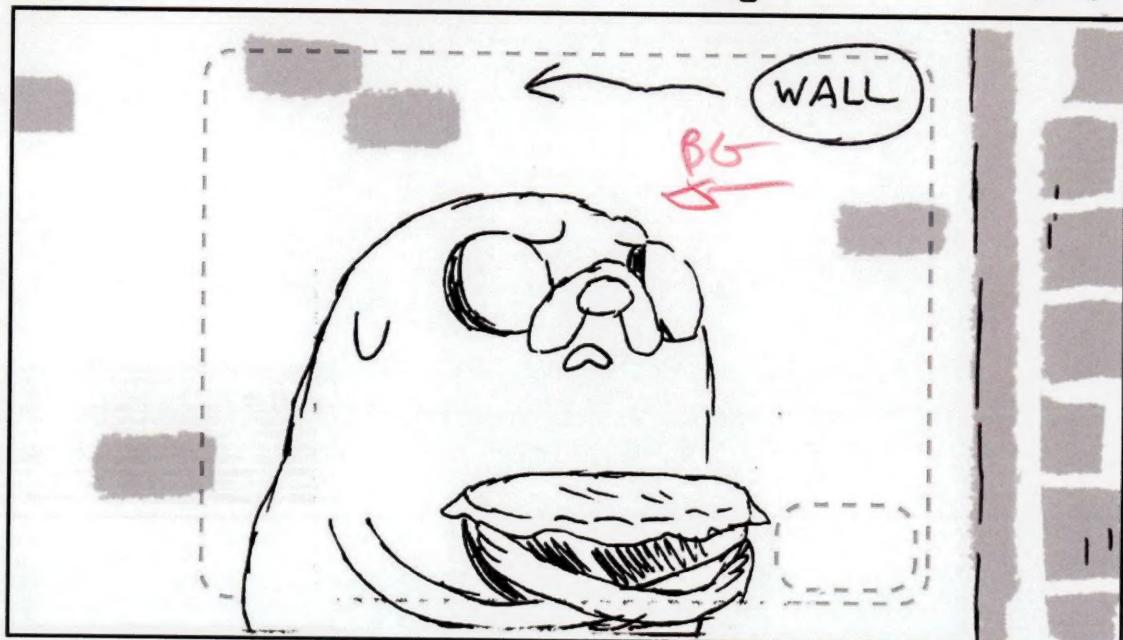


Sc. 3

Pnl. A

Bg.

day night

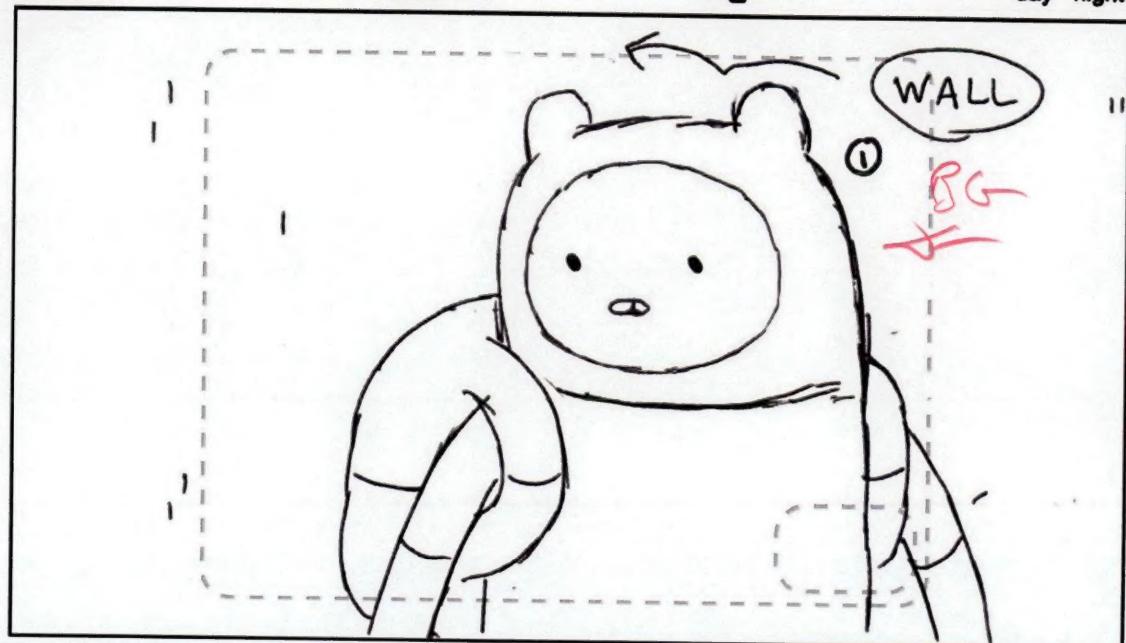


Sc. 4

Pnl. A

Bg.

day night



Page 3

1034-233

EPIISODE #

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Dialog:

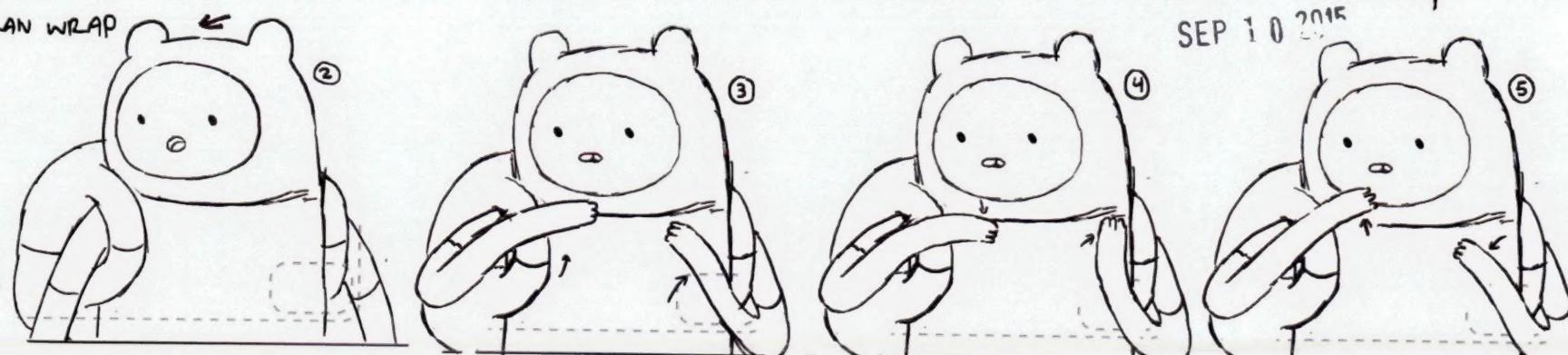
J/ IT'S JUST... PILGRIM-ING
AROUND! THERE'S NO POINT.

F/ JAKE, THE POINT IS BUILDING AND
DEVELOPING HOLDINGS WHILE TRADING
AND ACQUIRING RESOURCES.

Action:

J CARRYING BOWL W/ SARAN WRAP

Timing:



ADVENTURE TIME



Page 4

Sc. 5

Pnl. A

Bg.

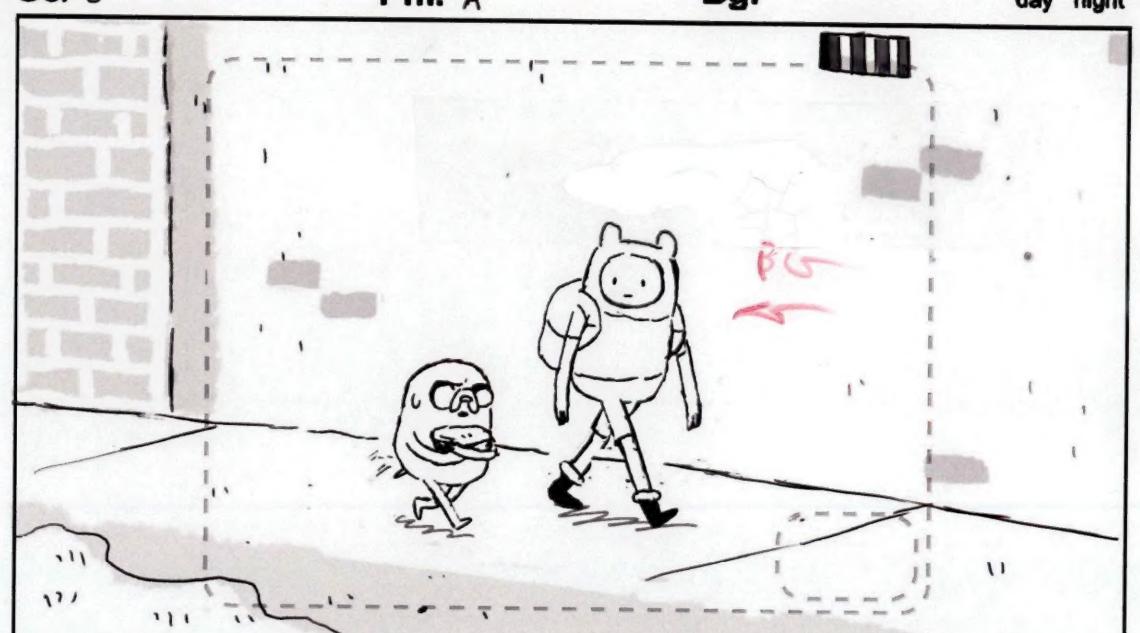
day night

Sc. 6

Pnl. A

Bg.

day night



Dialog:

J/ YEAH WELL...

J/ NOBODY ATE MY GUAC.

Action:



= BEAT =

BG PANS BY AS THEY WALK, "ROUGH" PART OF TOWN

SEP 10 2015

Timing:

Production :

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ADVENTURE TIME



day night

Sc. 6 cont

Pnl. B

Bg.



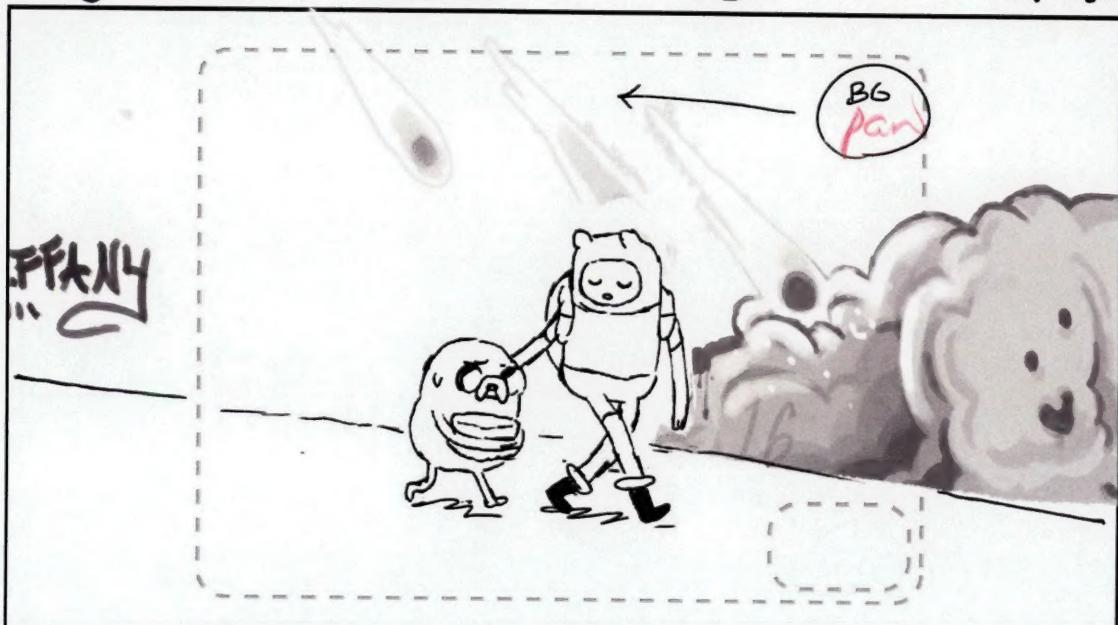
Sc. 6 cont

Pnl. C

Bg.

Page 5

day night



Dialog:

J / THIS IS HOME-MADE, BROHAM! THIS
AIN'T NO STORE GUAC.

F / YOU KNOW I LOVE YOUR GUAC.

Action:



SMALL BITS OF GRAFFITI START TO PAN BY - TURNS IN TO BIG MURAL

SEP 10 2015

Timing:

Production :

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ADVENTURE TIME



Page 6

Sc. 6 *CONT*

Pnl. D

Bg.

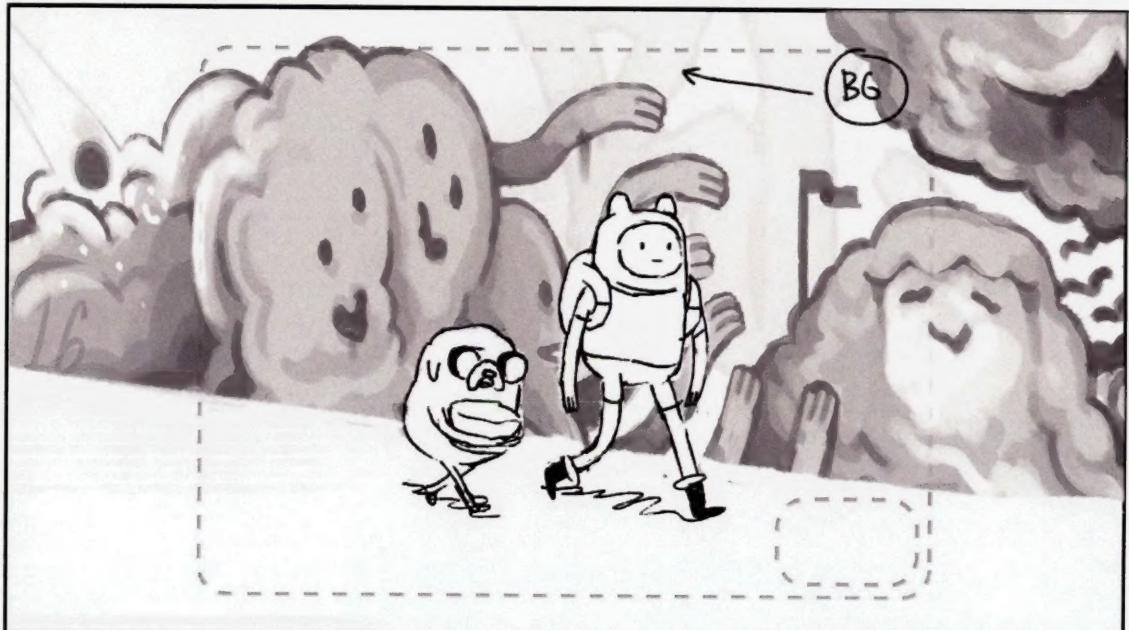
day night

Sc. 6 *CONT*

Pnl. E

Bg.

day night



Dialog:

(D1)

Action:



Timing:

BG & FINN STOP, J WALKS A FEW STEPS
BEFORE NOTICING

SEP 10 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME



Page 7

Sc. 6 CONT

Pnl. F

Bg.

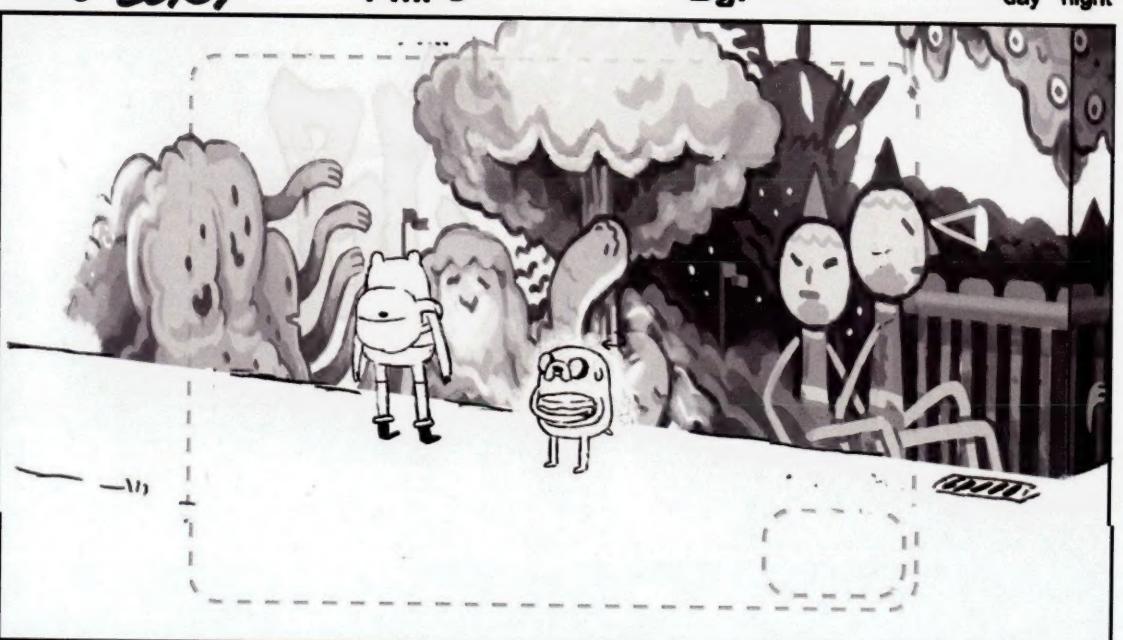
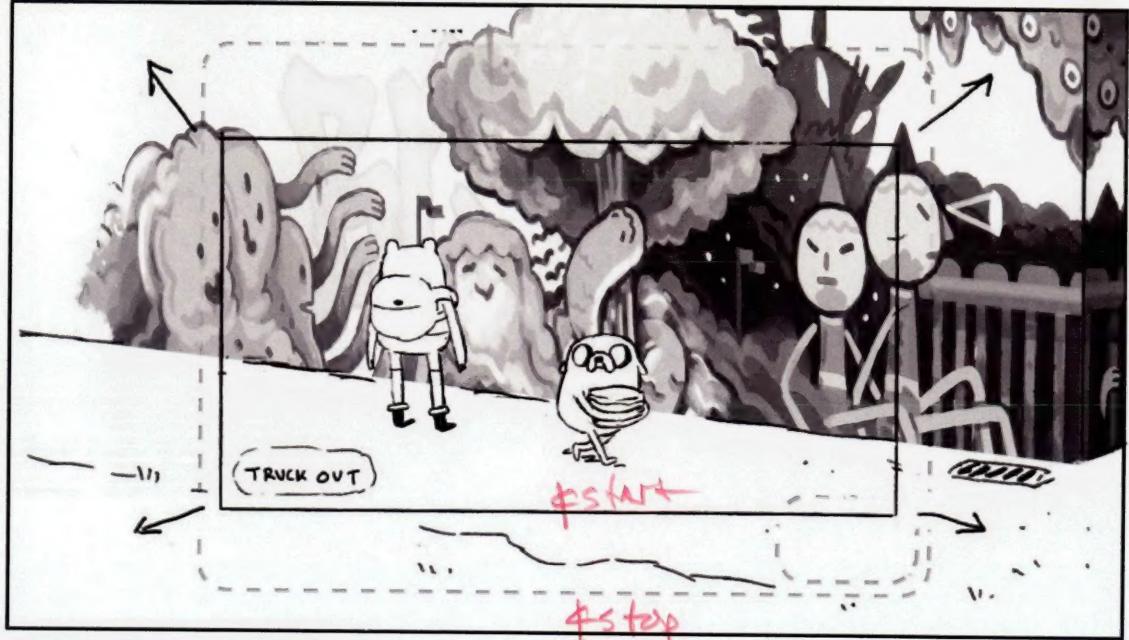
day night

Sc. 6 CONT

Pnl. G

Bg.

day night



Dialog:

truck out

Action:

TRUCK OUT

J NOTICES HE LOST F

J STOPS & TURNS

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Timing:

Production :

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ADVENTURE TIME



Page 8

day night

Sc. 7 cont

Pnl. B

Bg.

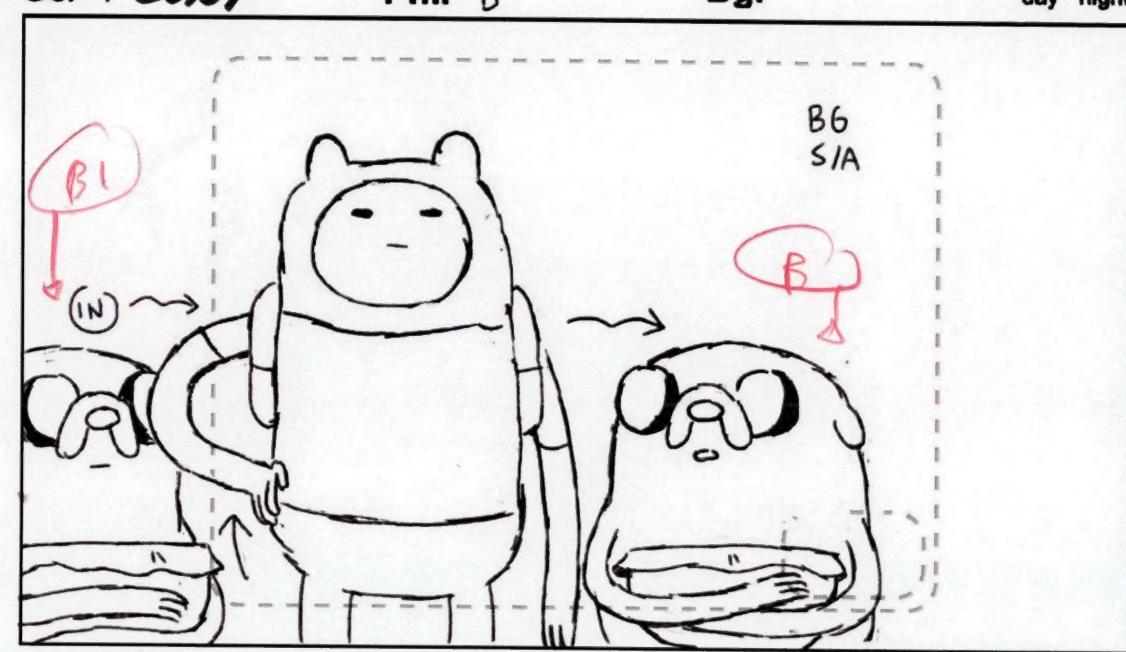
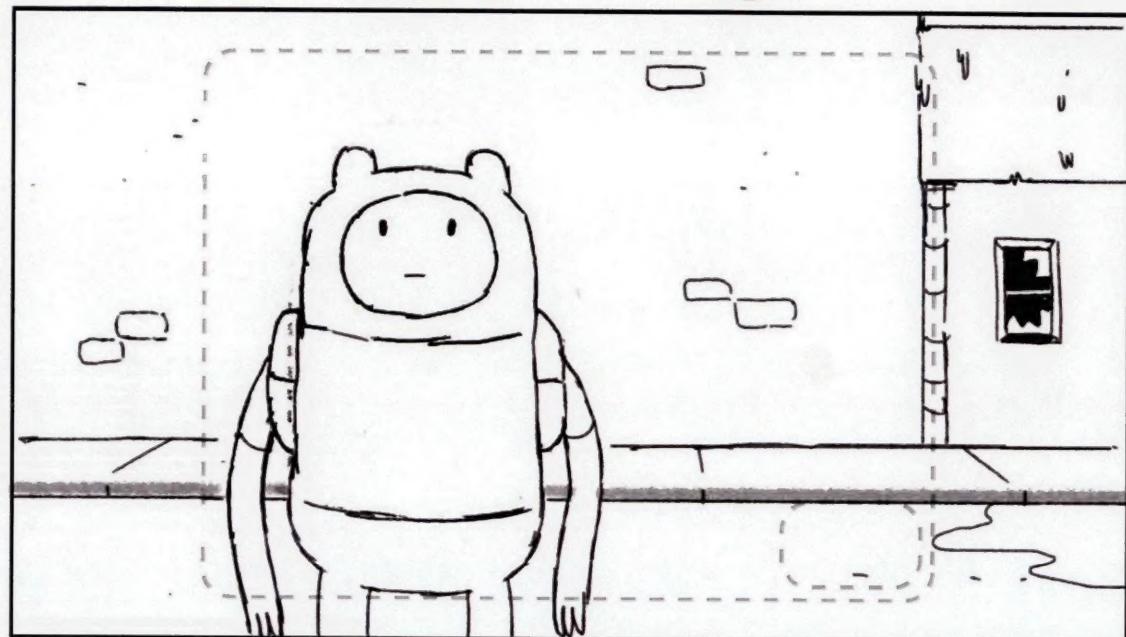
day night

Sc. 7

Pnl. A

Bg.

day night



Dialog:

J / CONTEMPLATING ART, HUH?

Action:

J WALKS IN BEHIND F

SEP 10 2015

Timing:

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ADVENTURE TIME

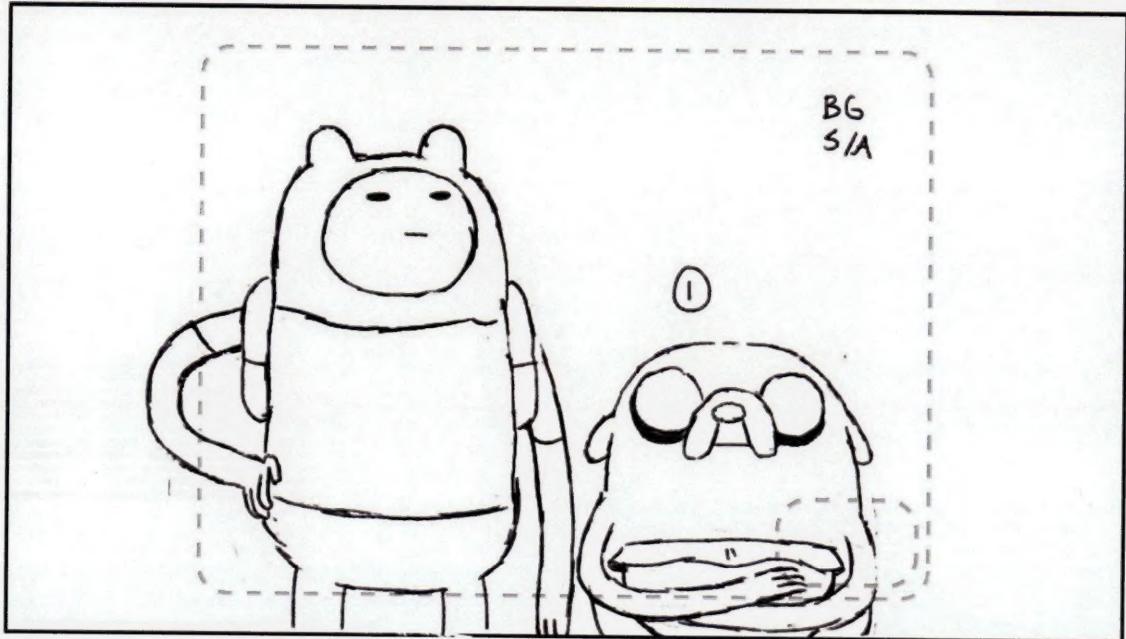


day night

Sc. 7 cont

Pnl. C

Bg.

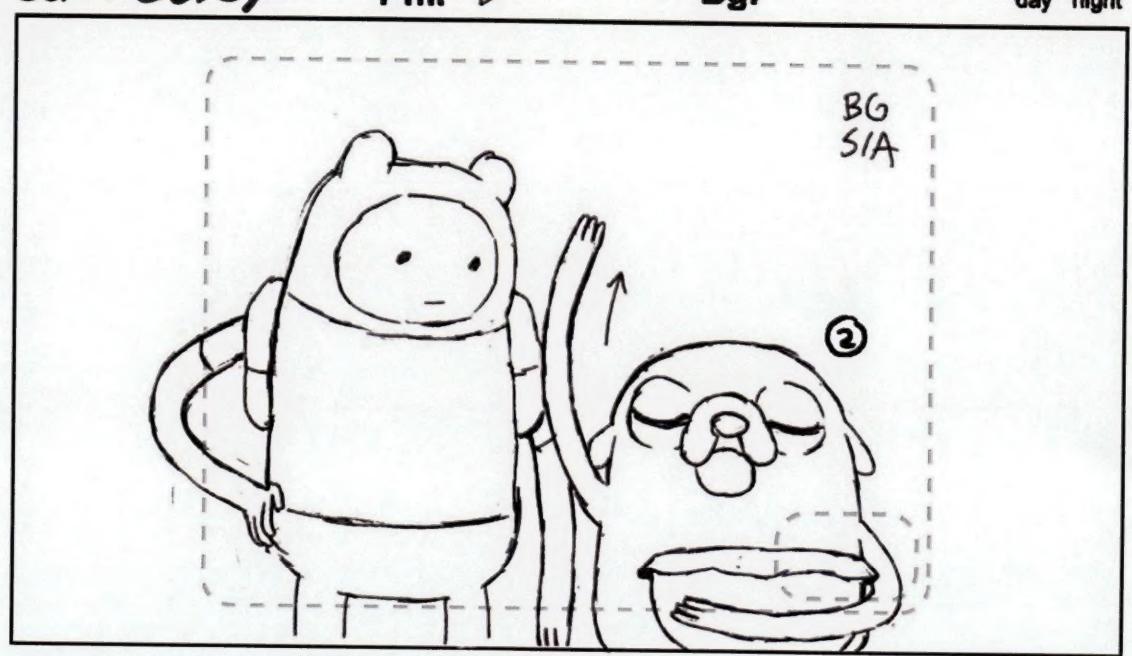


Sc. 7 cont

Pnl. D

Bg.

Page 9
day night



Dialog:

J/ HMM...HM.

J/ *KISS SOUND* MAGNIFIQUE!

Action:



Timing:

—



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Production :

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ADVENTURE TIME



Page 10

day night

Sc. 7 cont

Pnl. E

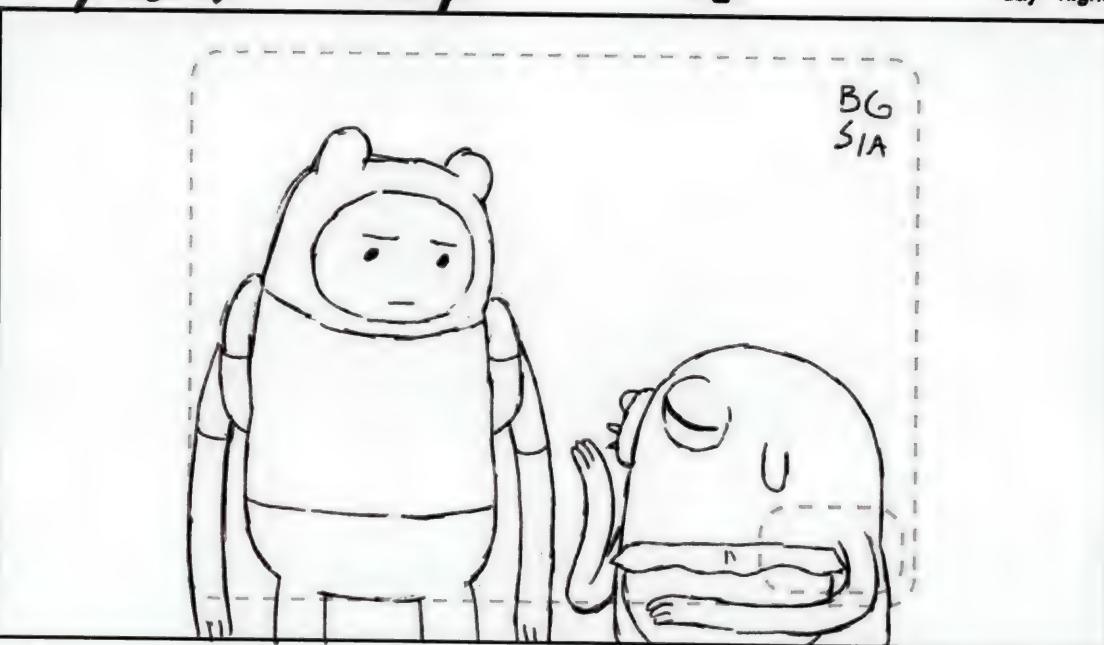
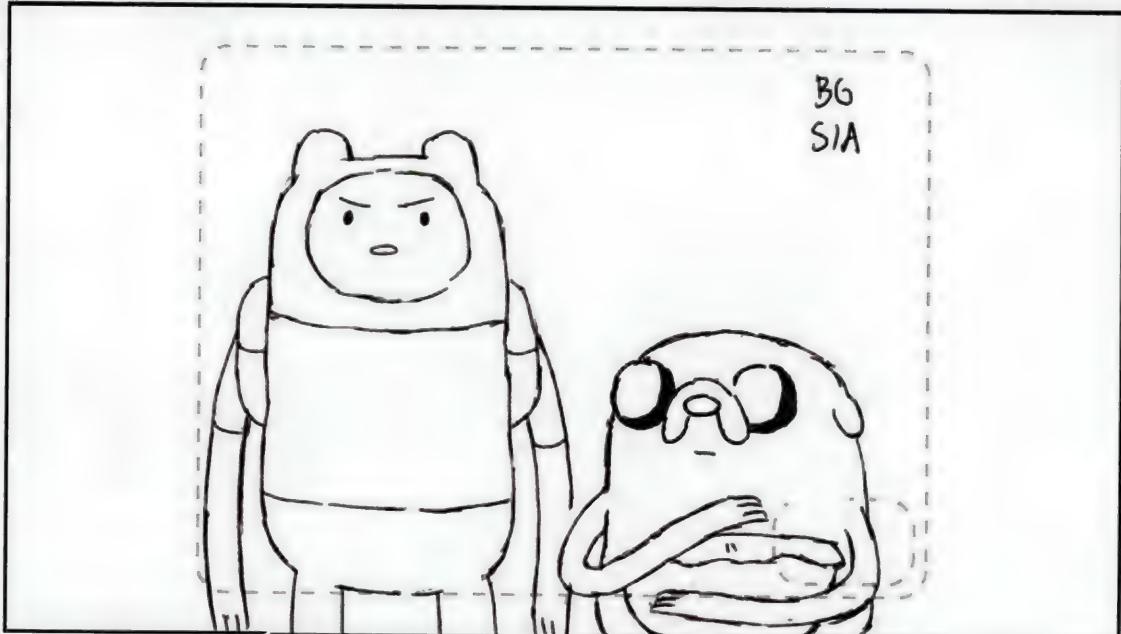
Bg.

Sc. 7 cont

Pnl. F

Bg.

day night



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Dialog:

F/ NO. THIS IS BAD.

J/ MAYBE YOU DON'T "GET" ART.

Action:

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Timing:

Production :

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ADVENTURE TIME



day night

Sc. 7 cont

Pnl. G

Bg.

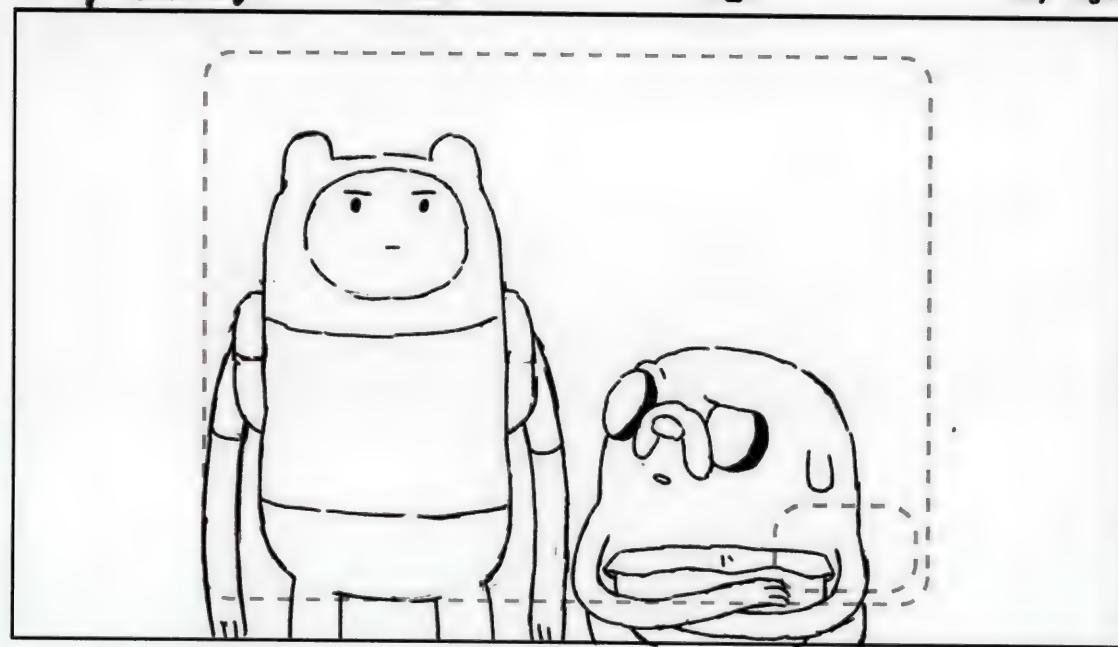
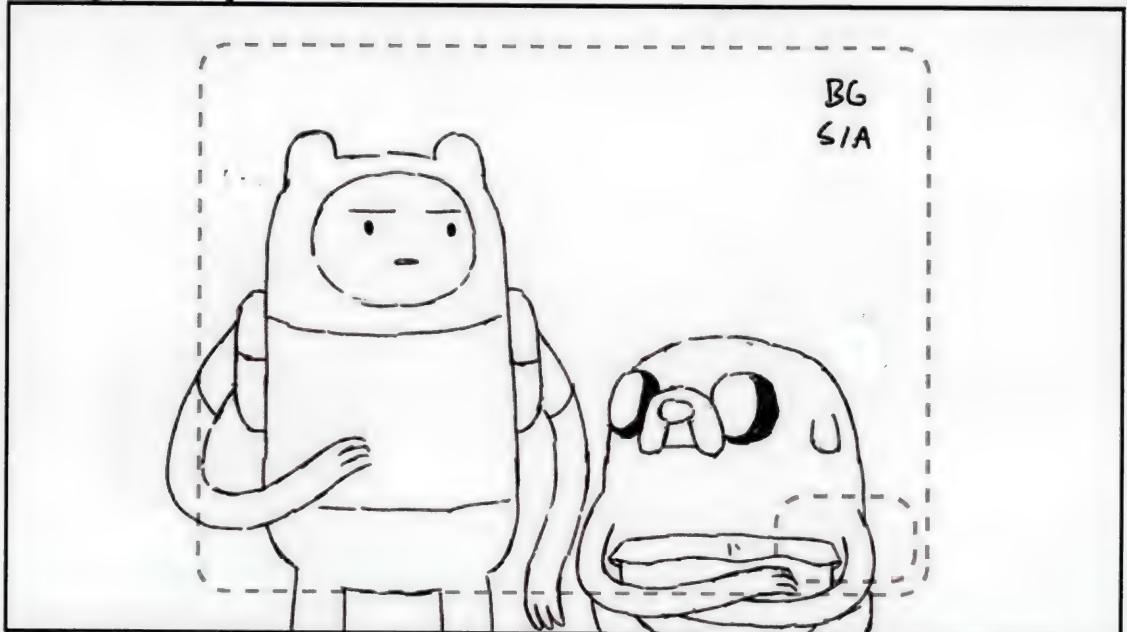
Sc. 7 cont

Pnl. H

Bg.

Page 11

day night



Dialog:

F/ ^G IT'S DISRESPECTFUL. TO ... ^② THE
KINGDOM's HOLDINGS! ^(G)

J/ SINCE WHEN ARE YOU ALL
ABOUT 'HOLDINGS'?

Action:

J LOOKS FROM F TO MURAL & BACK

SEP 10 2015

Timing:



Production :

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ADVENTURE TIME

1034/233

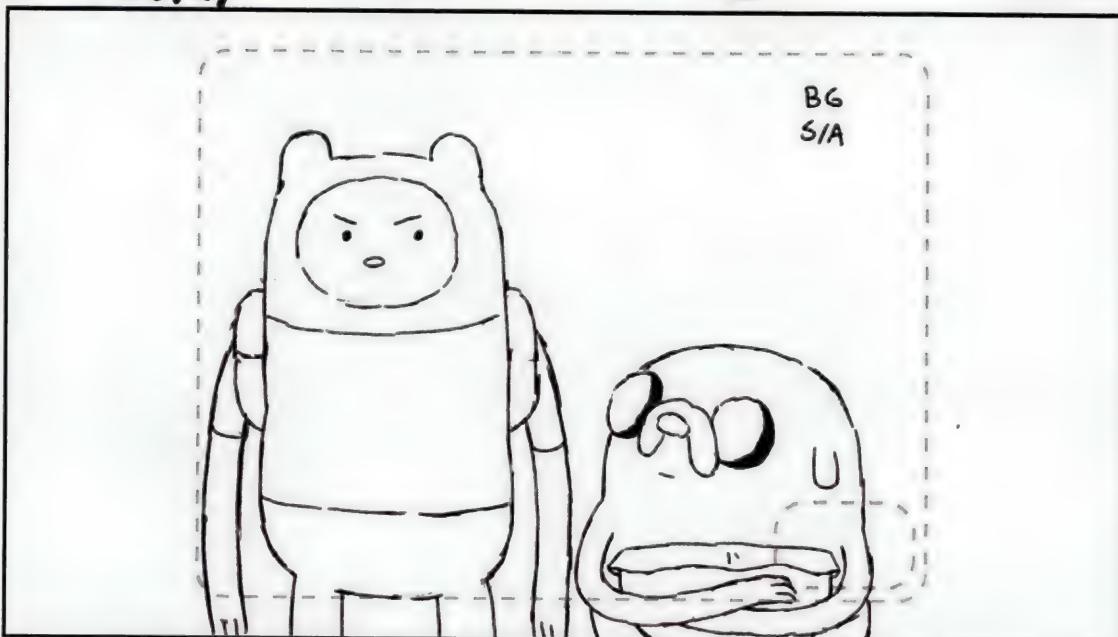
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Sc. 7 *cont*

Pnl. 1

Bg.

day night



Sc. 8

Pnl. A

Bg.

day night



Page 12

Production :

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1034/233

Dialog:

F/ WHAT I'M ALL ABOUT...

F/ (O/S) ...IS PROTECTING THE KINGDOM.

Action:

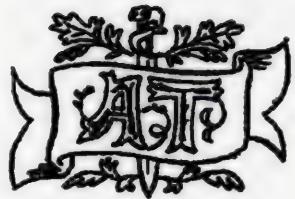
GRAFFITI GUM MONSTER FACE CU

SEP 10 2015

Timing:

1034/233

ADVENTURE TIME



Sc. 8 *CONT*

Pnl. B.

Bg.

day night

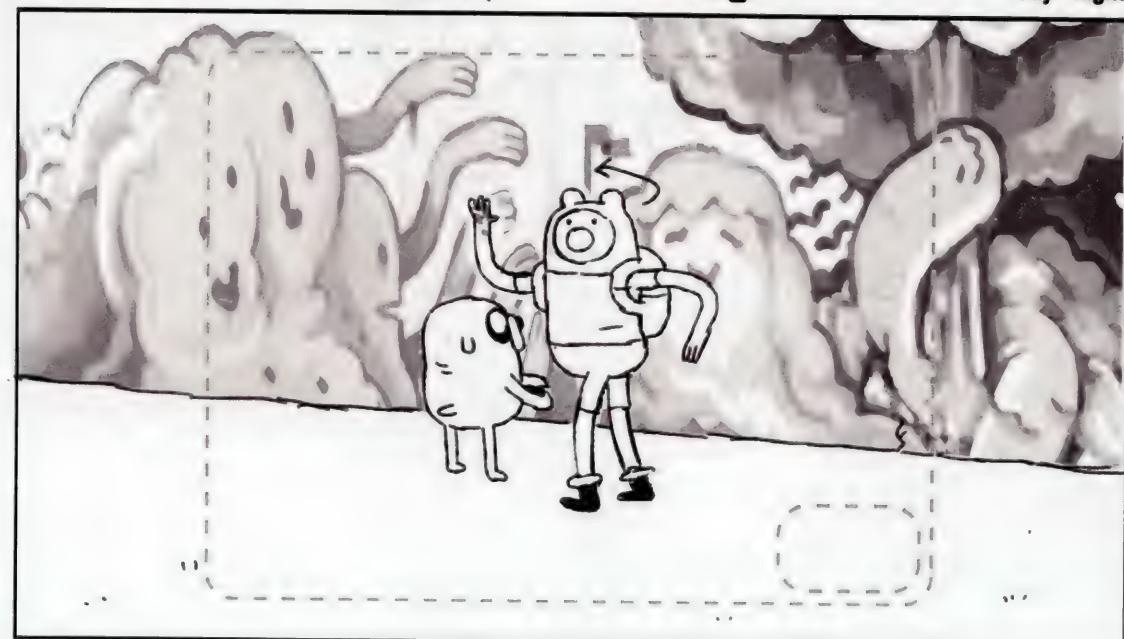


Sc. 9

Pnl. A

Bg.

day night



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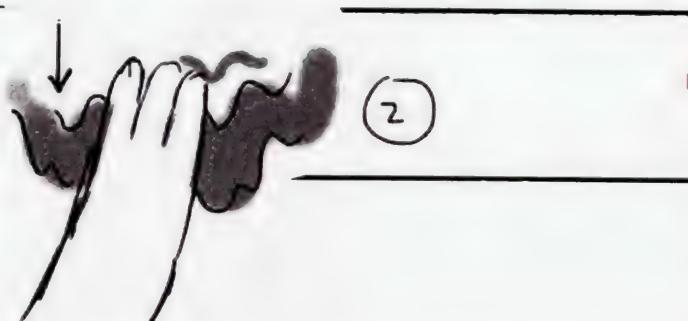
Dialog:

F / * GASP! *

F / It's fresh!

Action:

F TOUCHES MURAL,
HAND SLIDES DOWN A LIL
B SMUDGES PAINT



F WHIPS AROUND HOLDING UP PAINTY HAND

Timing:

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ADVENTURE TIME



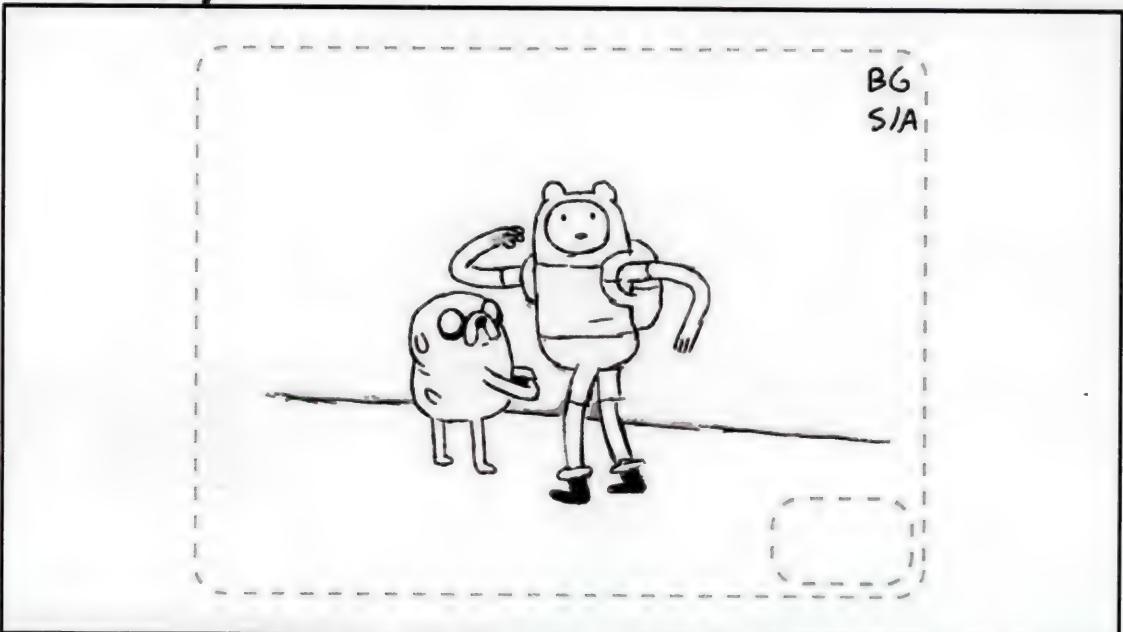
Page 14

day night

Sc. 9 cont

Pnl. B

Bg.

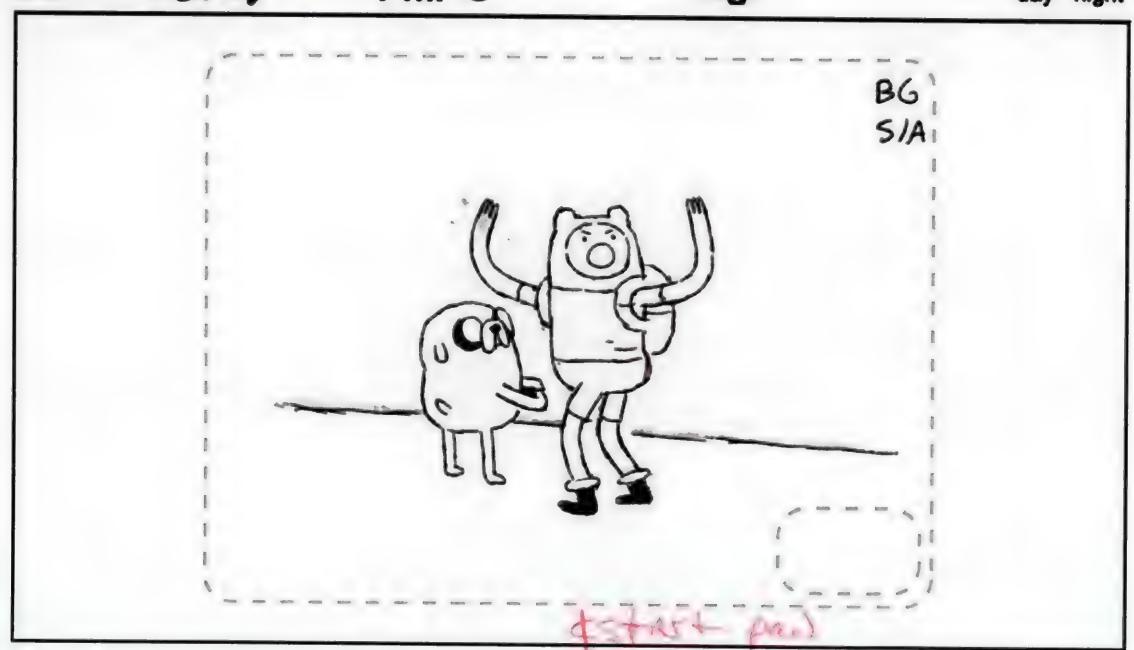


Sc. 9 cont

Pnl. C

Bg.

day night



Dialog:

SFX / (O/S) PAINT BUCKET THUMPING, SLOSHING, ETC

F/ * BIGGER GASP! *

Action:

BOTH PAUSE & LISTEN

SEP 10 2015

Timing:

Production :

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ADVENTURE TIME



day night

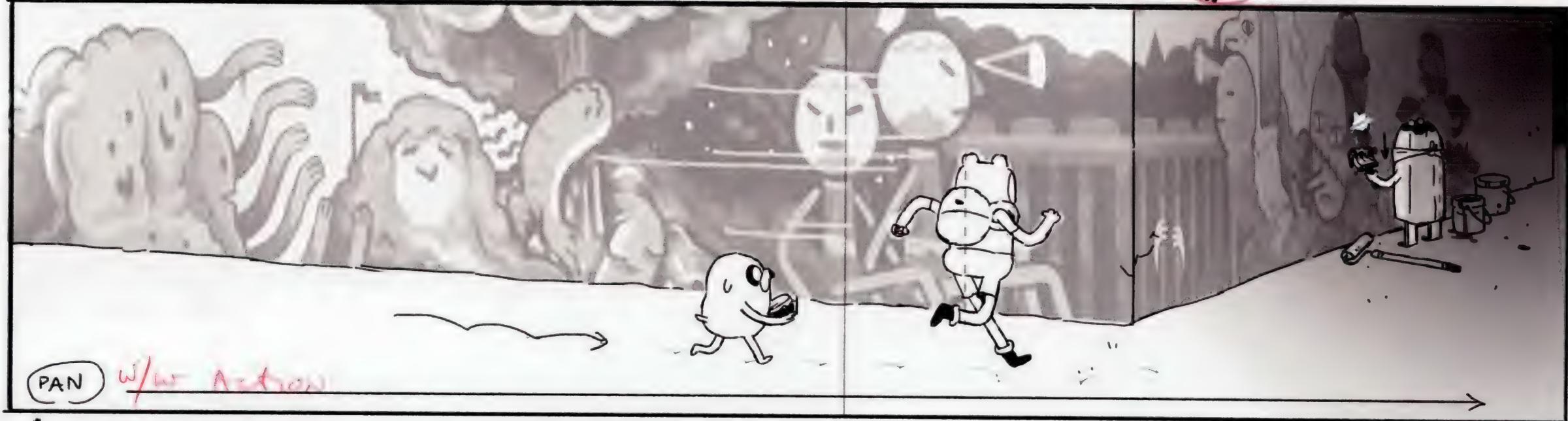
Page 15

Sc. 9 cont

Pnl.

Bg.

D



Dialog:

Cycle D/E
for Brush action

Action:

F & J ROUND CORNER TO SEE BG16 PAINTING WALL
W/ ONE OF THOSE BIG HOUSE PAINTING BRUSHES (J AT A MORE LEISURELY PACE)

SEP 10 2015

Timing:

Production :

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ADVENTURE TIME



Page 16

Sc. 9 CONT

Pnl. E

Bg.

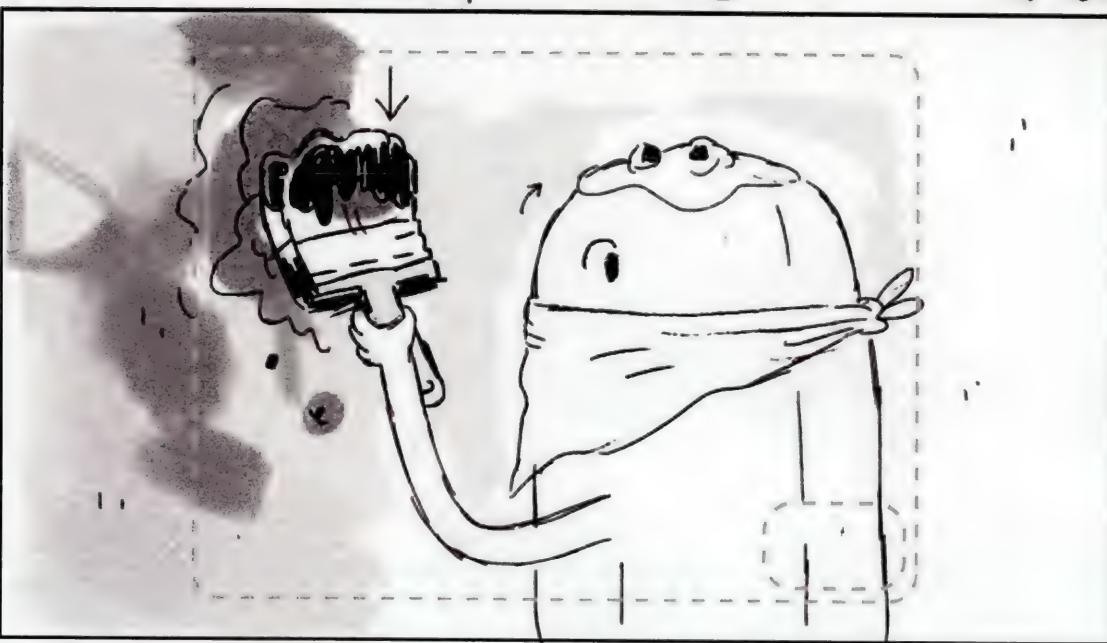
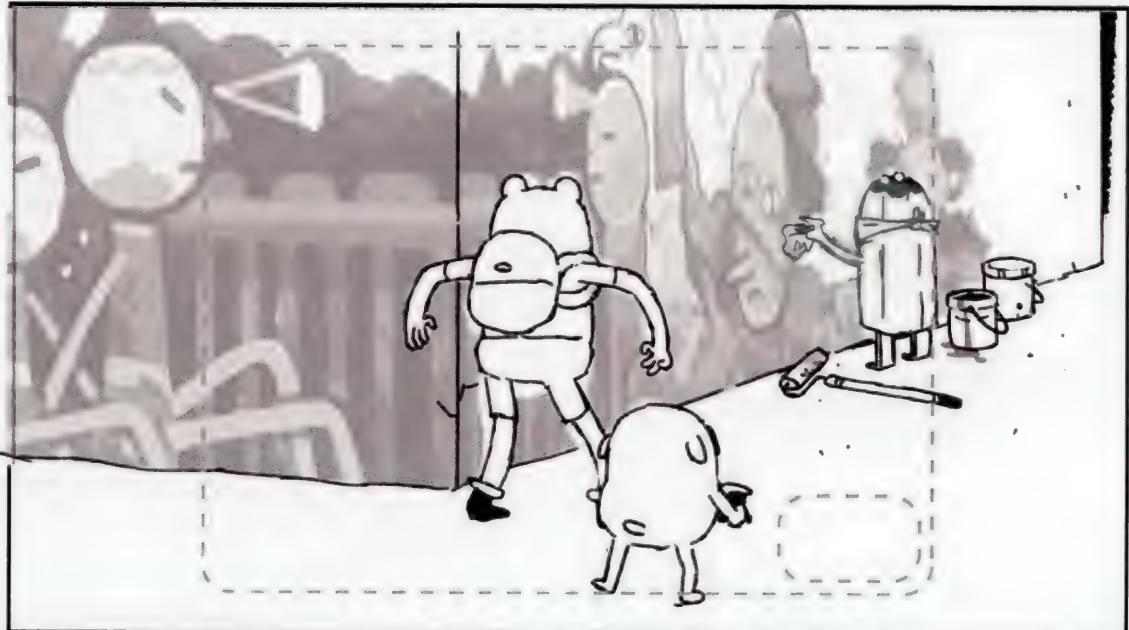
day night

Sc. 10

Pnl. A

Bg.

day night

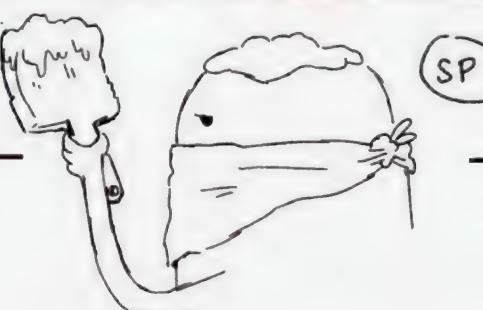


Dialog:

Action:

F & J QUICKLY STOP

(A)



Timing:

BG16 TURNS SLIGHTLY

SEP 10 2015

Production :

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ADVENTURE TIME

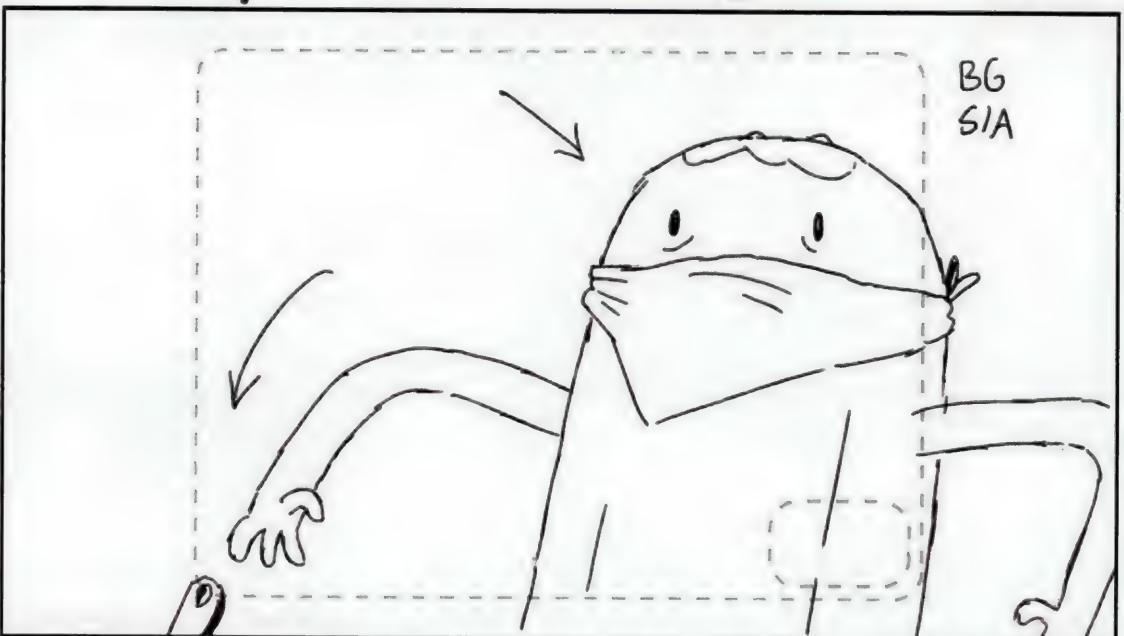


day night

Sc. 10 *cont*

Pnl. B

Bg.



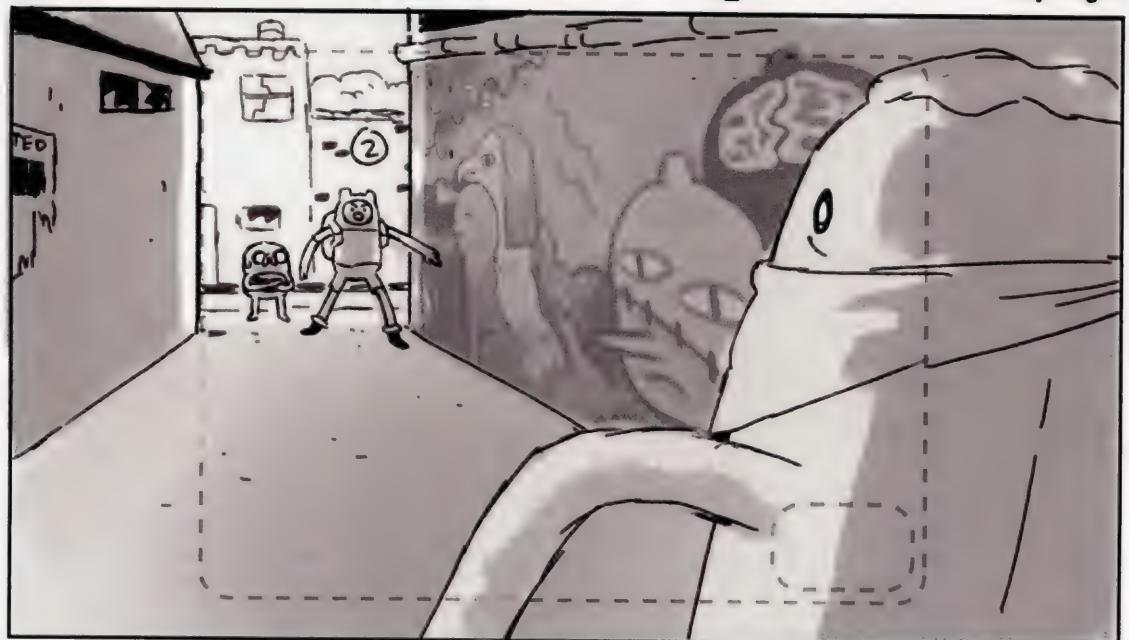
day night

Sc. 11

Pnl. A

Bg.

day night



Page 17

1034/233

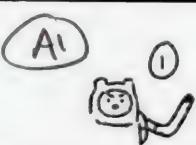
Dialog:

BG / * EVEN BIGGER GASP!! *

F / THAT'S ILLEGAL!!!

Action:

BG16 STARTLES, DROPS BRUSH



F POINTS

Timing:

SEP 10 2015

Production :

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ADVENTURE TIME

Page 18

Sc. II cont

Pnl. B

Bg.

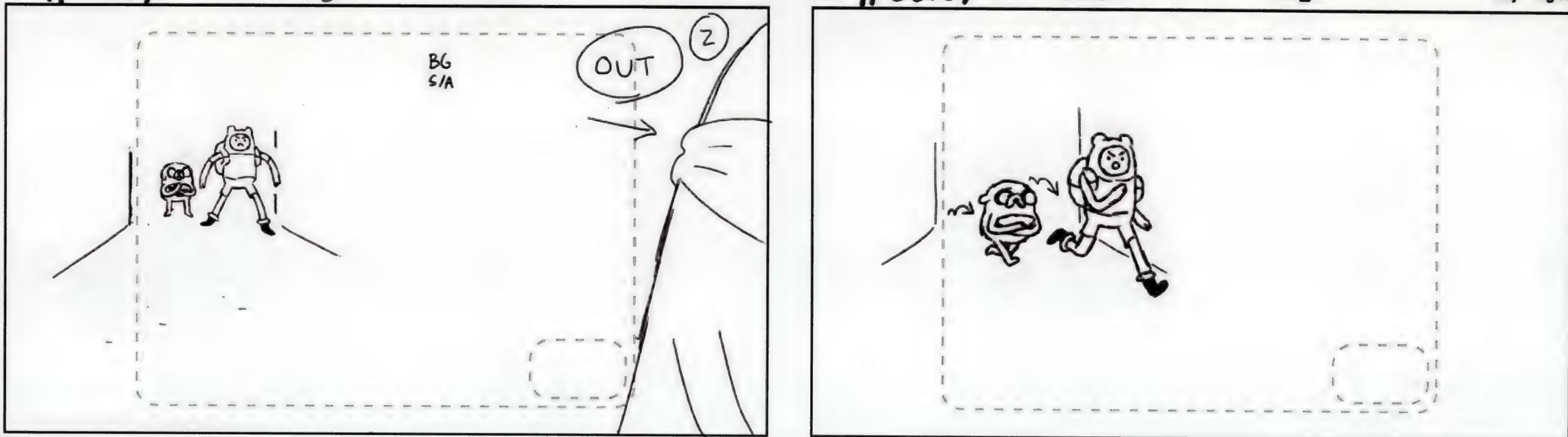
day night

Sc. II cont

Pnl. C

Bg.

day night

**Dialog:**

J/ AND BEAUTIFUL!

Action:

BG16 TAKES A STEP BACK, TURNS & RUNS

F & J PURSUE

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME



day night

Sc. 12

Pnl. A

Bg.



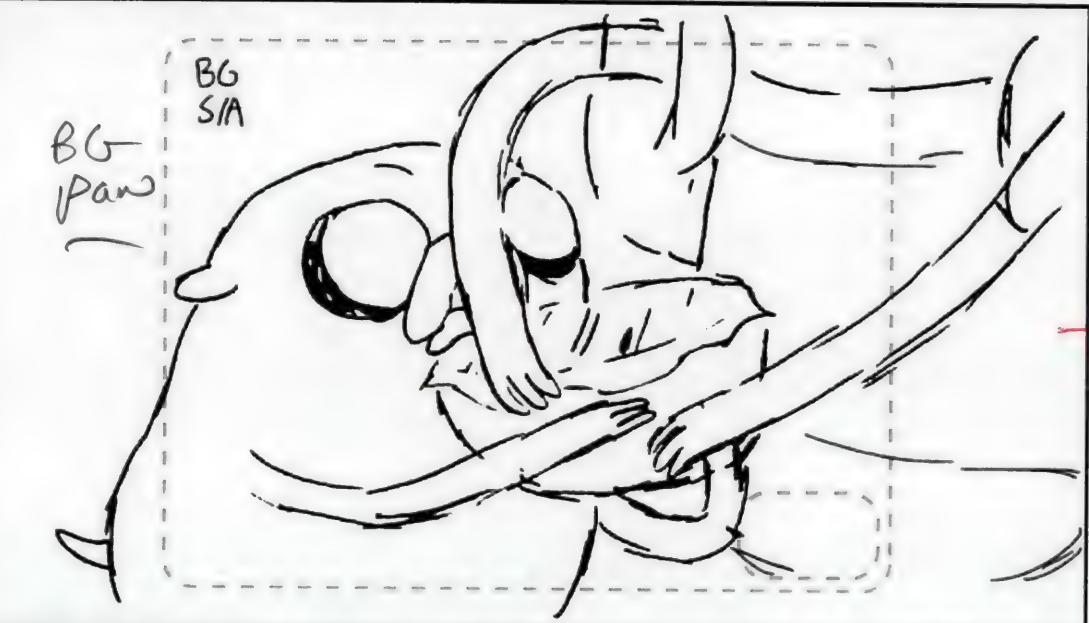
Sc. 12 *cont*

Pnl. B

Bg.

day night

Page 19



Dialog:

J/ * HUFF HUFF HUFF *

J/ WH-

Action:

F & J RUNNING

F REACHES & GRABS GUAC

SEP 10 2015

Timing:

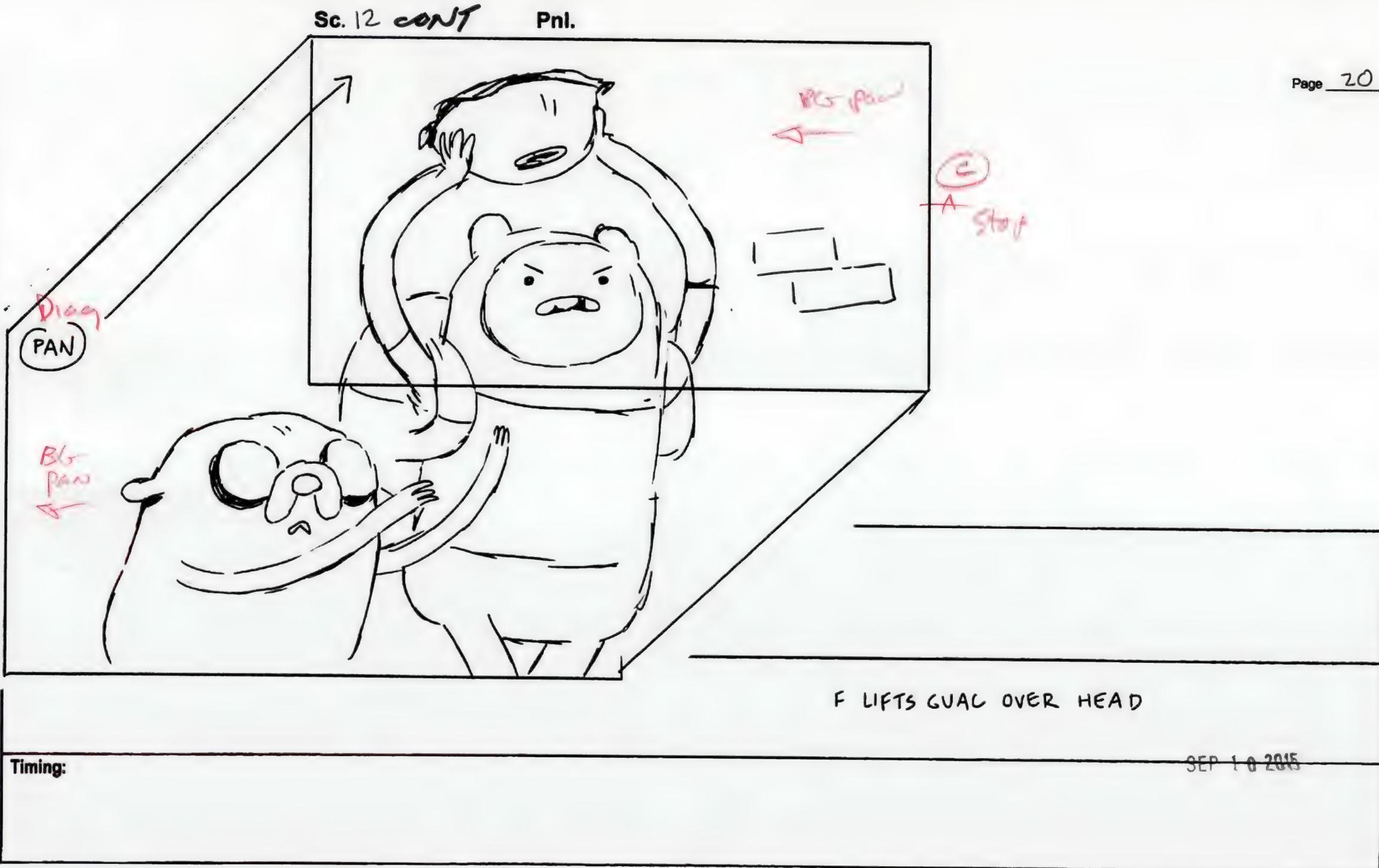
Production :

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ADVENTURE TIME



day night

Sc. 12 *CONT*

Pnl. D

Bg.

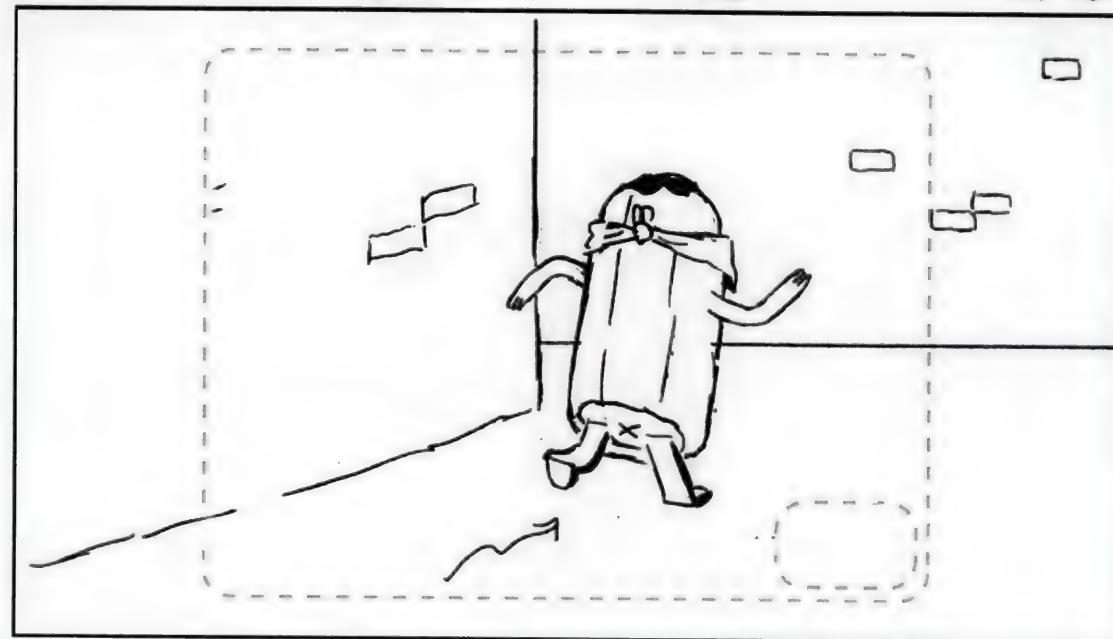


Sc. 13

Pnl. A

Bg.

day night



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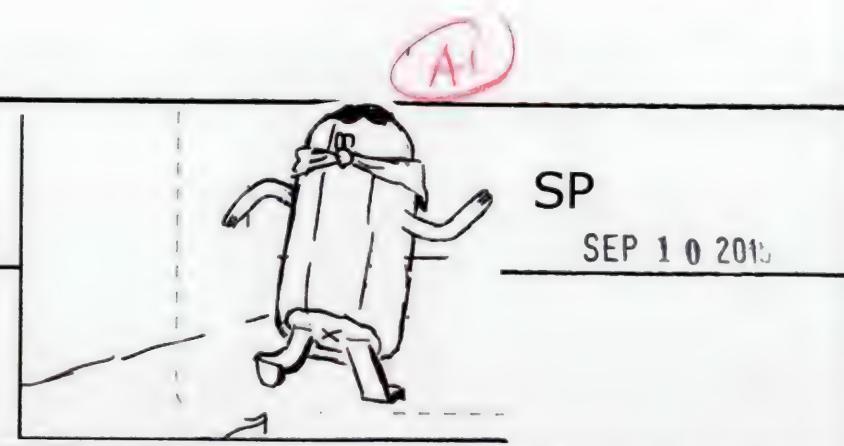
Dialog:

F/YAH!

Action:

F CHUCKS GUAC

Timing:



Production :

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Page 21

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ADVENTURE TIME



Page 22

Sc. 13 cont

Pnl. B

Bg.

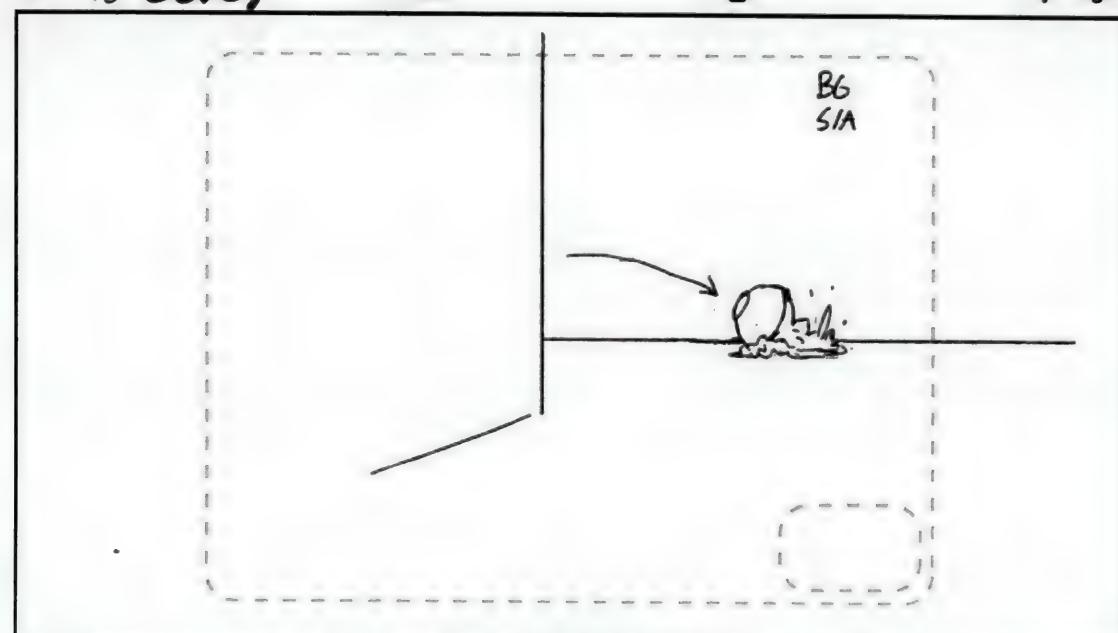
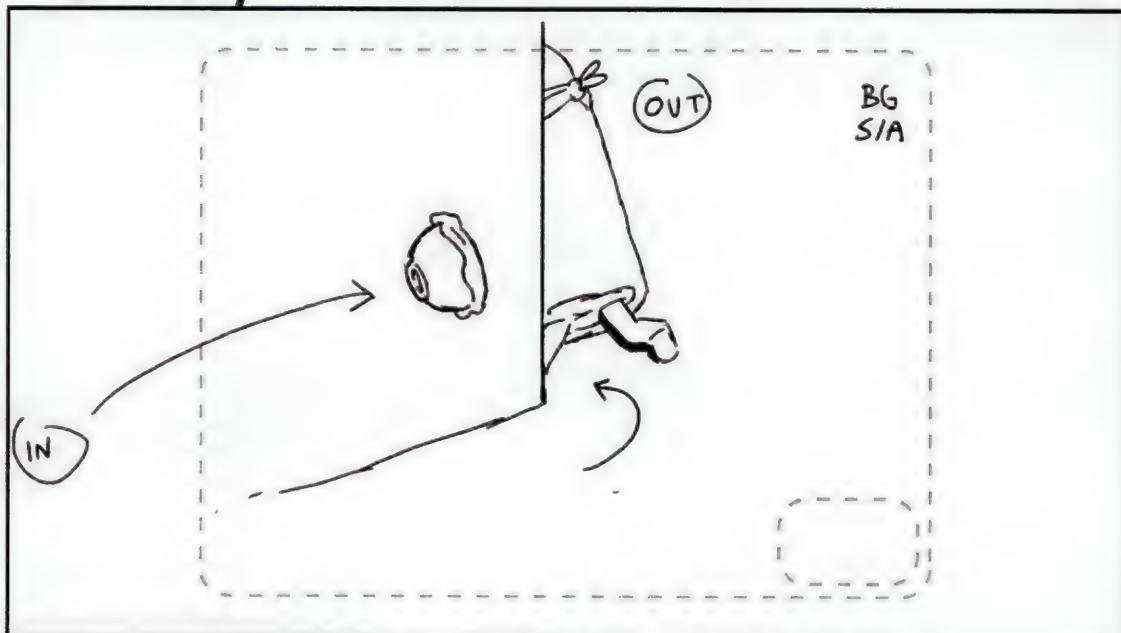
day night

Sc. 13 cont

Pnl. C

Bg.

day night



1034/233

Dialog:

SFX / *SPLAT*
J / (o/s) AW.

Action:

GUAC SPLATS AGAINST WALL/GROUND

Timing:



Production :

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ADVENTURE TIME



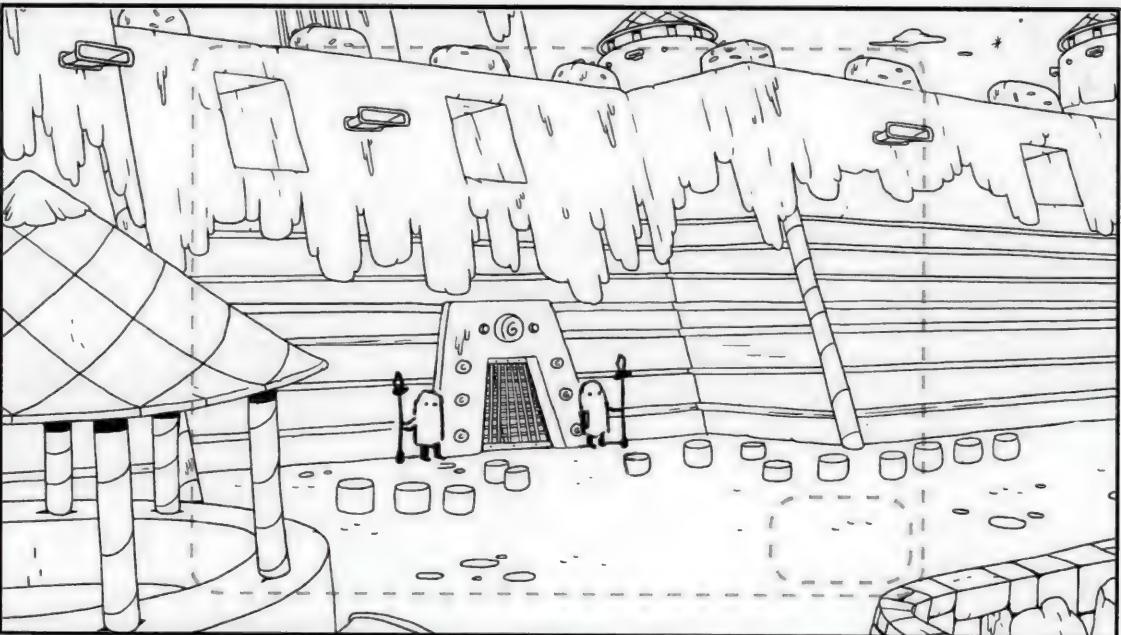
Page 23

Sc. 14

Pnl. A

Bg.

day night

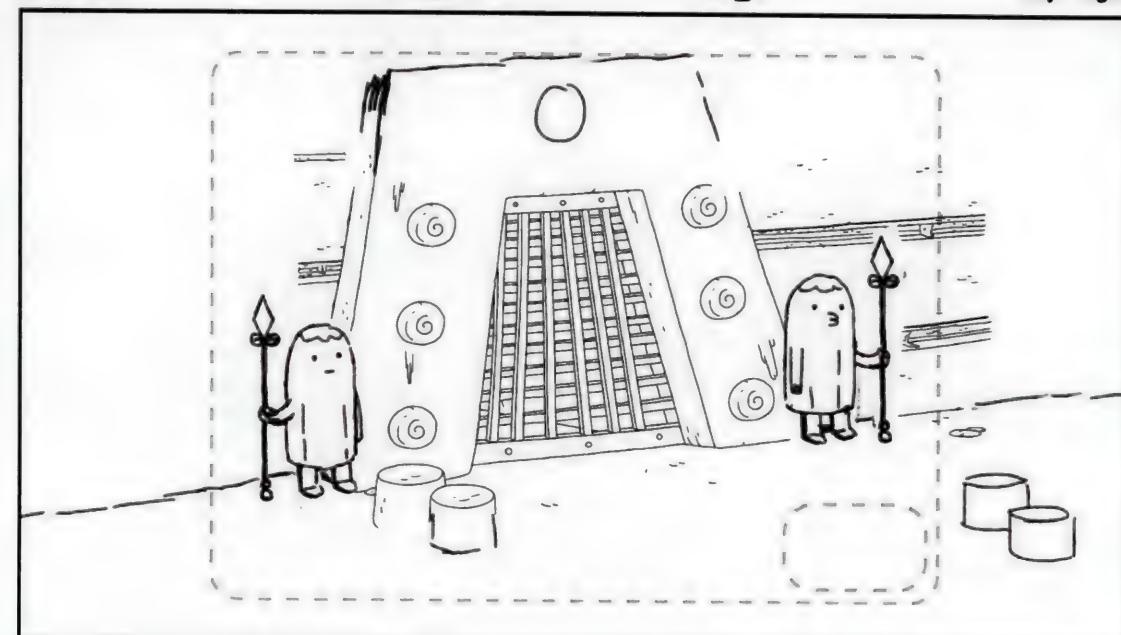


Sc. 15

Pnl. A

Bg.

day night



Dialog:

Action:

TWO BGS GUARDING COMPOUND

SEP 10 2015

Timing:

Production :

1034/233

ADVENTURE TIME

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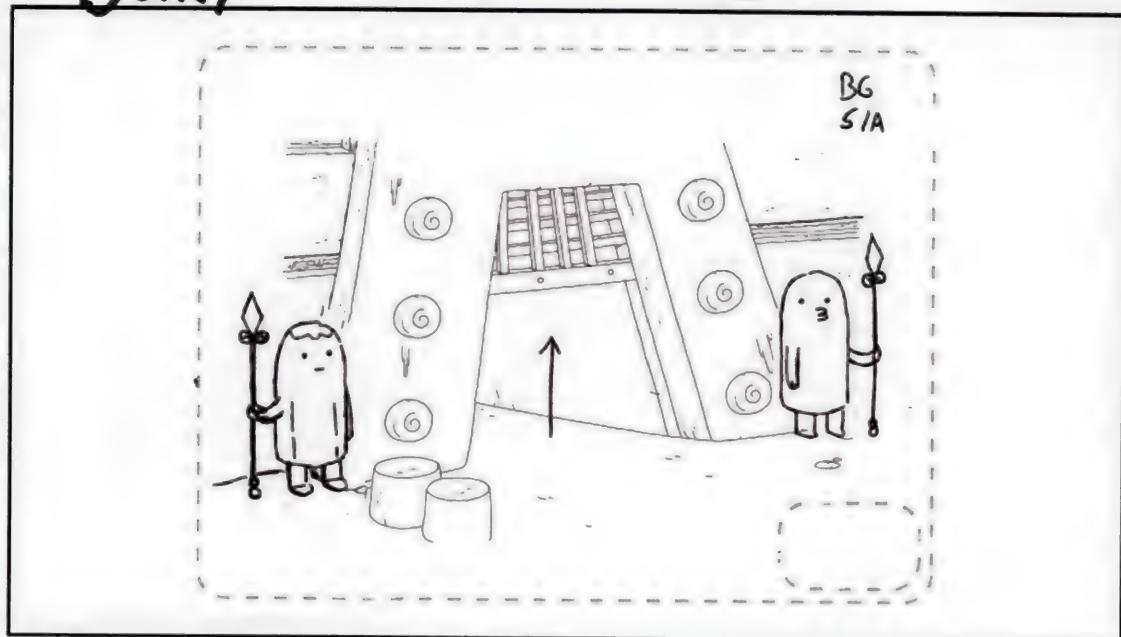
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Sc. 15 cont

Pnl. B

Bg.

day night

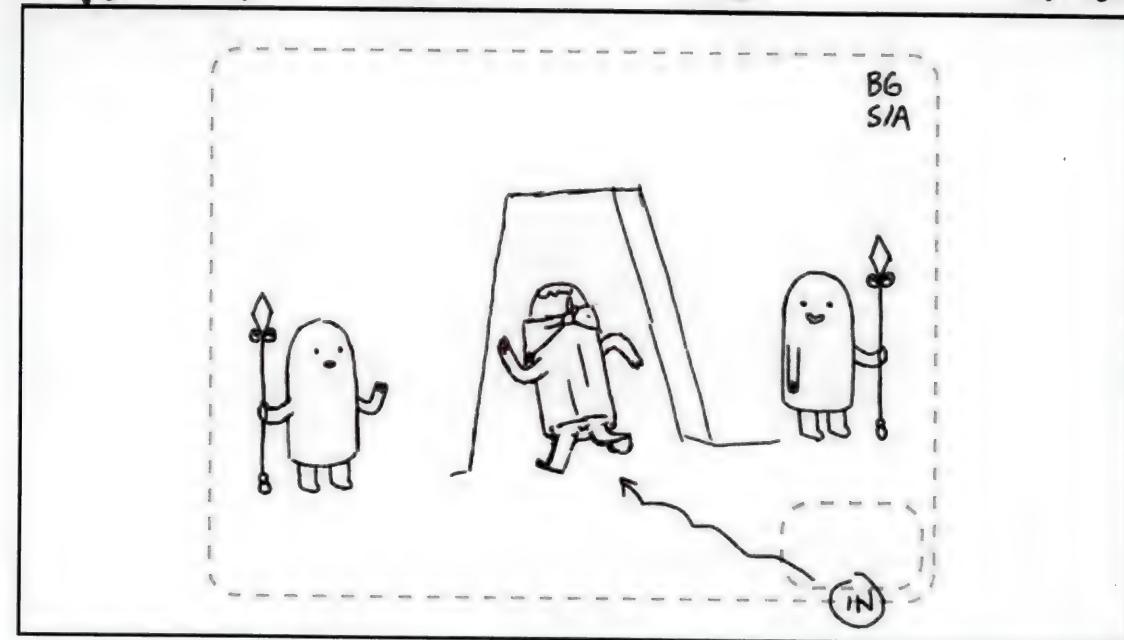


Sc. 15 cont

Pnl. C

Bg.

Page 24
day night



Dialog:

BG 1 / OH HI!
BGS NOTICE NONCHALANTLY
OVERLAPPING)
BG 2 / HEY.

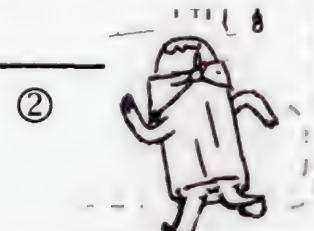
Action:

DOOR OPENS, BGS NOTICE NONCHALANTLY

BG 16 RUNS IN

SEP 10 2015

Timing:



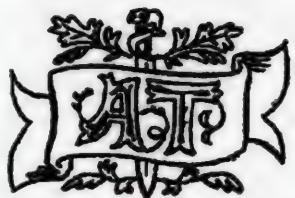
Production :

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ADVENTURE TIME



Page 25

Sc. 15 cont

Pnl. D

Bg.

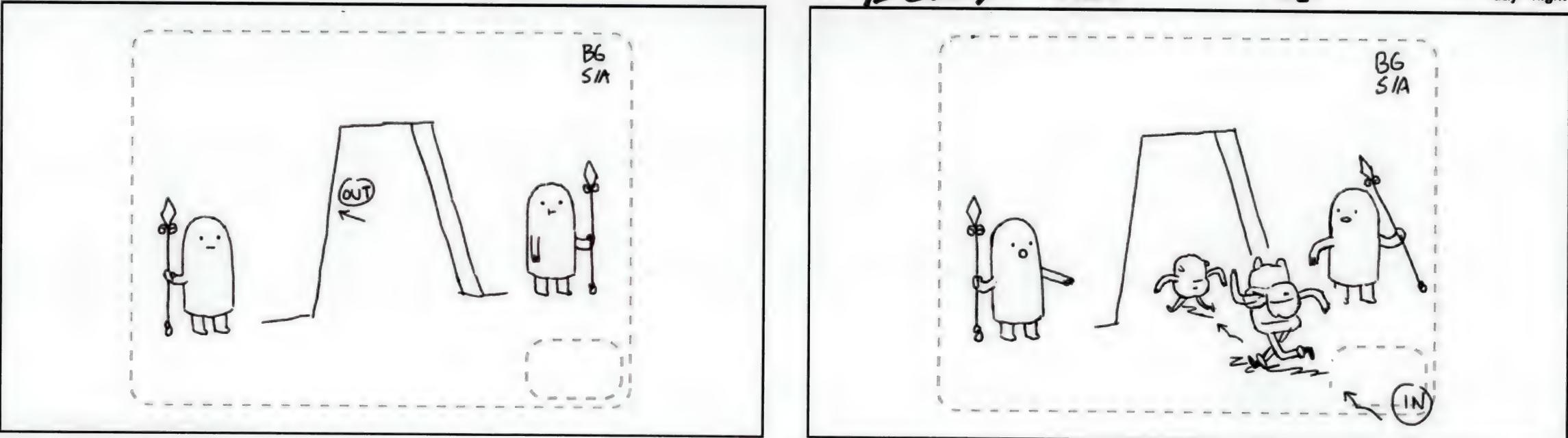
day night

Sc. 15 cont

Pnl. E

Bg.

day night



Dialog:

BG2 / HM!

BG1 / HEY STOP!
BG2 / NO WAIIT... (OVERLAPPING)

Action:

F & J RUN AFTER HIM

SEP 10 2011

Timing:

Production :

1034/233

ADVENTURE TIME



day night

Sc. 15 cont

Pnl. F

Bg.

Sc. 16 cont

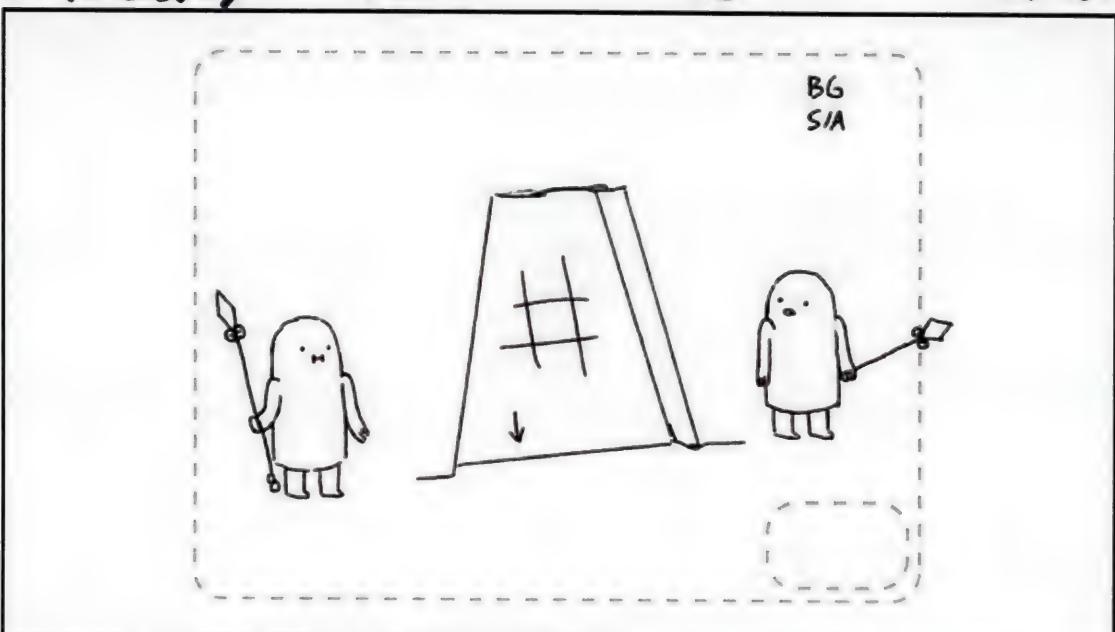
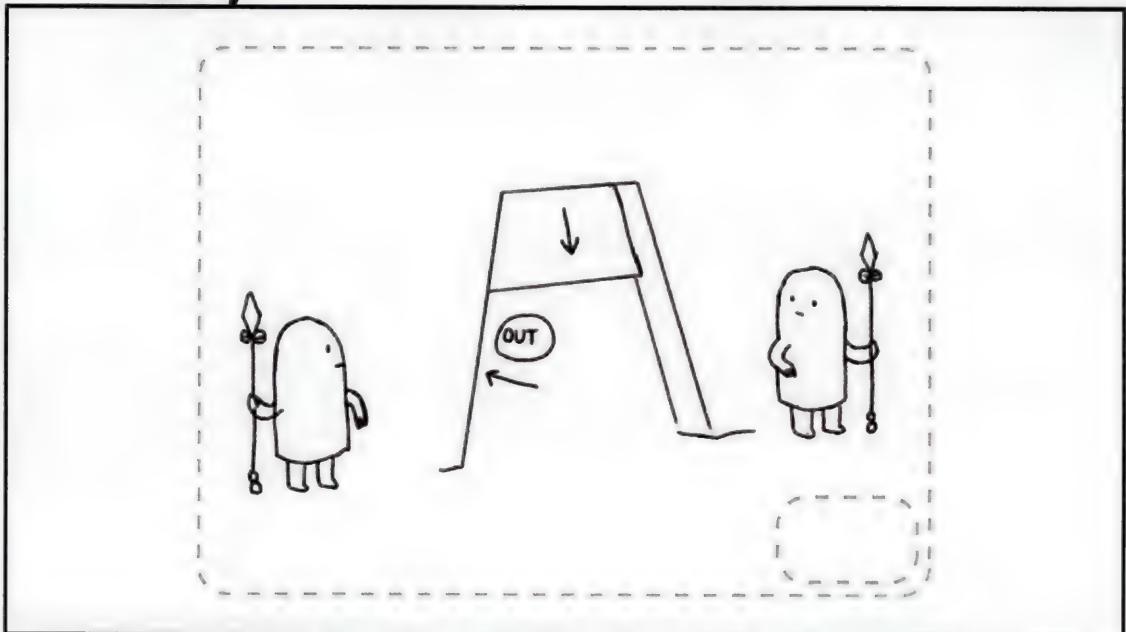
Pnl. G

Bg.

Page 26

~~Sc. 16 next~~

day night

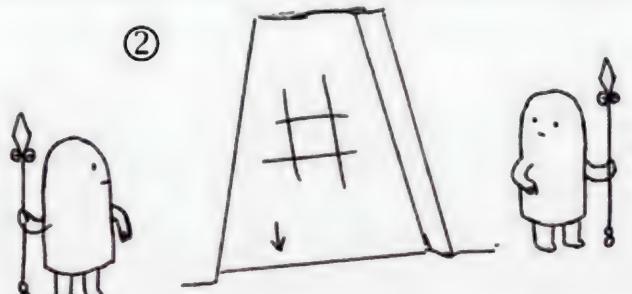


Dialog:

BG2 / EH.

Action:

②



DOOR SHUTS

BGS SHRUG @ EACH OTHER SEP 10 2015

Timing:

Production :

1034/233

ADVENTURE TIME



day night

Sc.

Sc. 15 *cont*

Pnl. h

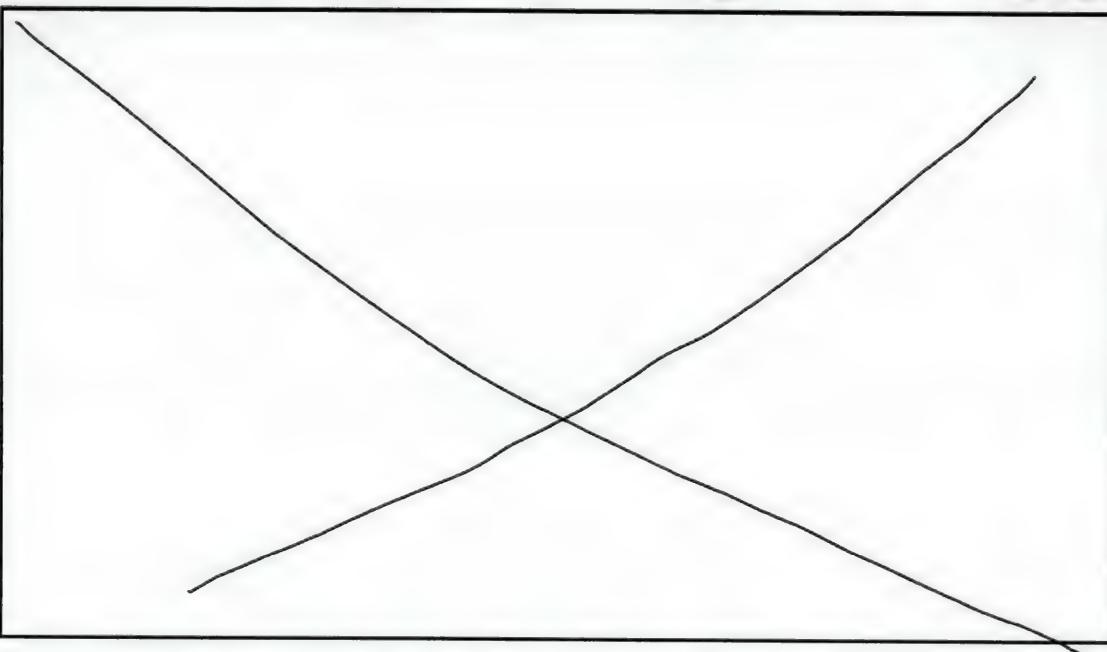
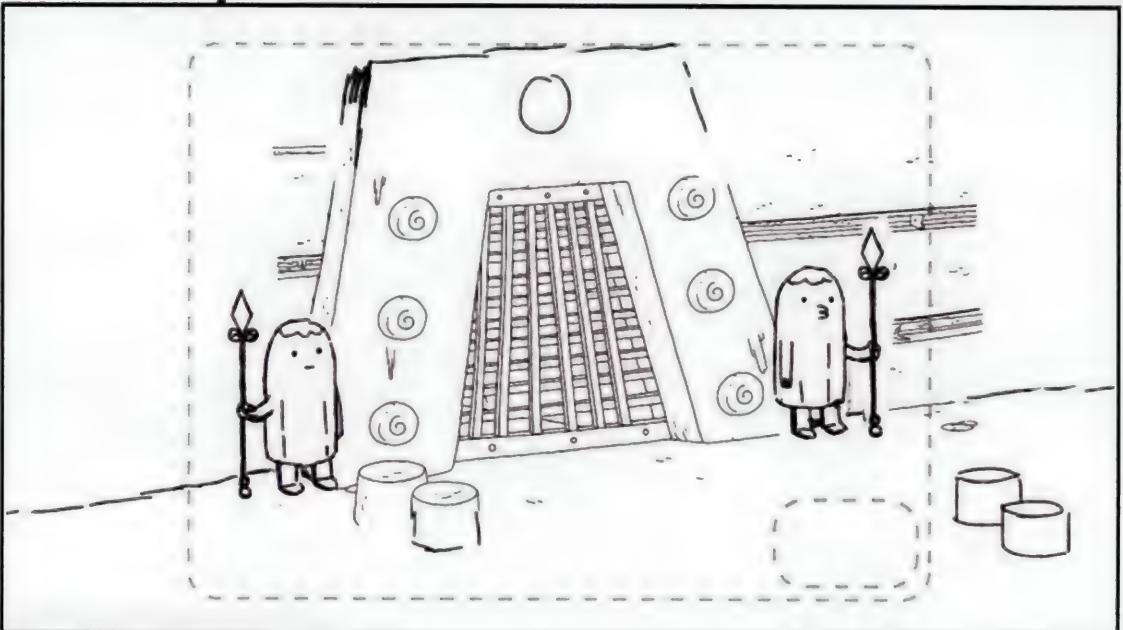
Bg.

Page 26A
27 *next*
day night

Pnl.

Bg.

EPISODE # 1034-233



Dialog:

Action:

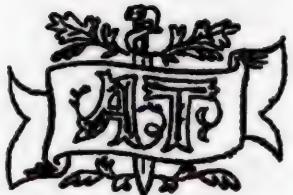
Timing:

SEP 10 2015

Production :

1034/233

ADVENTURE TIME



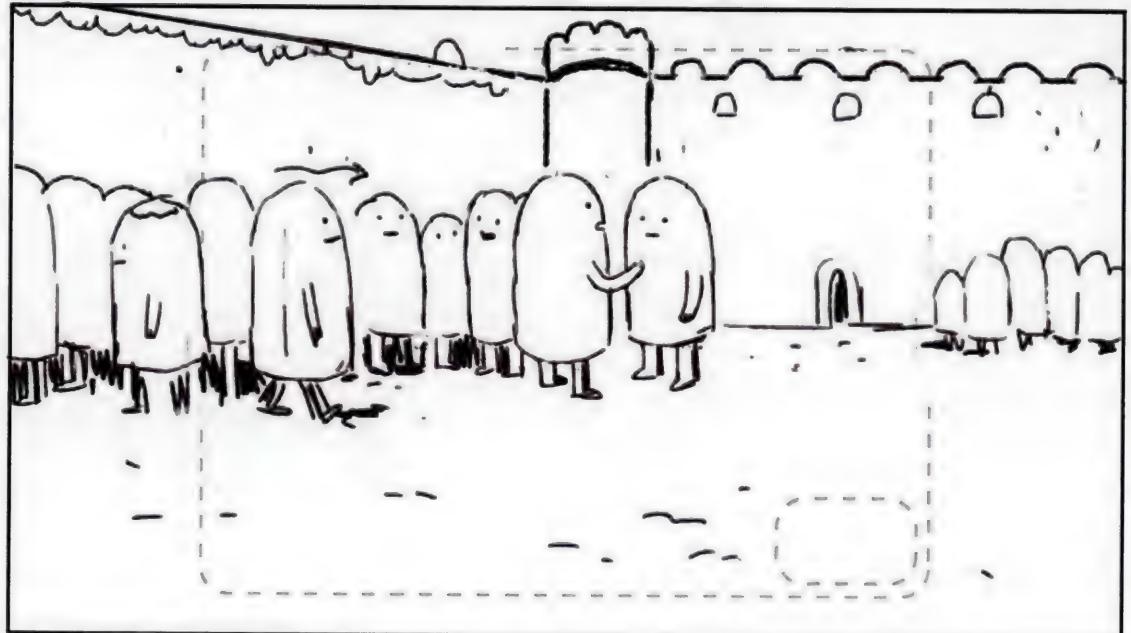
Page 27

Sc. 16

Pnl. A

Bg.

day night

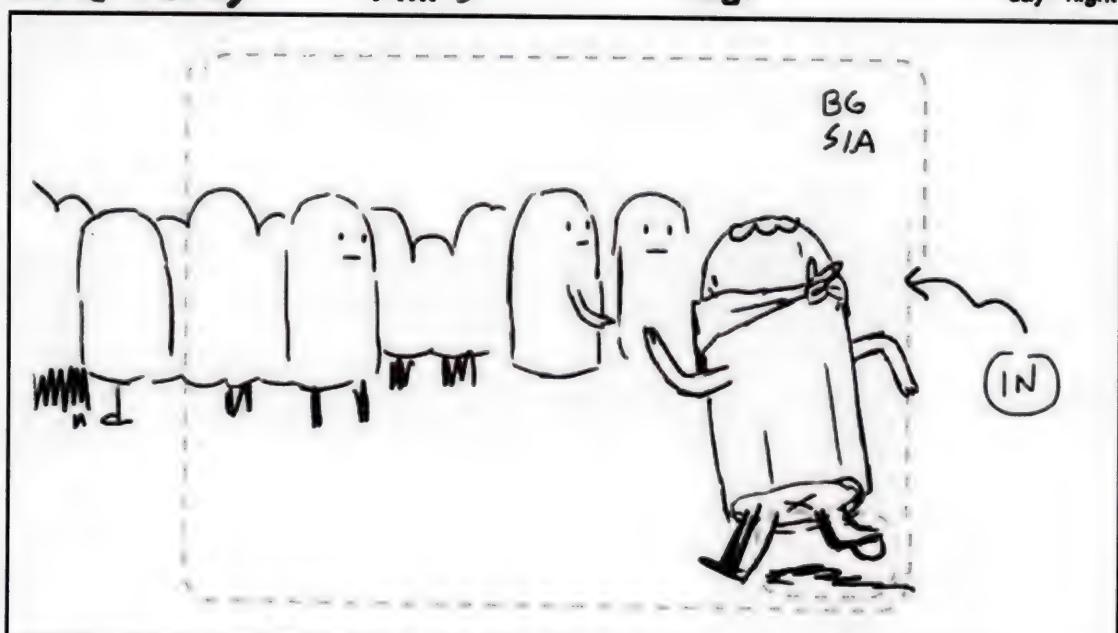


Sc. 16 cont

Pnl. B

Bg.

day night



1034/233

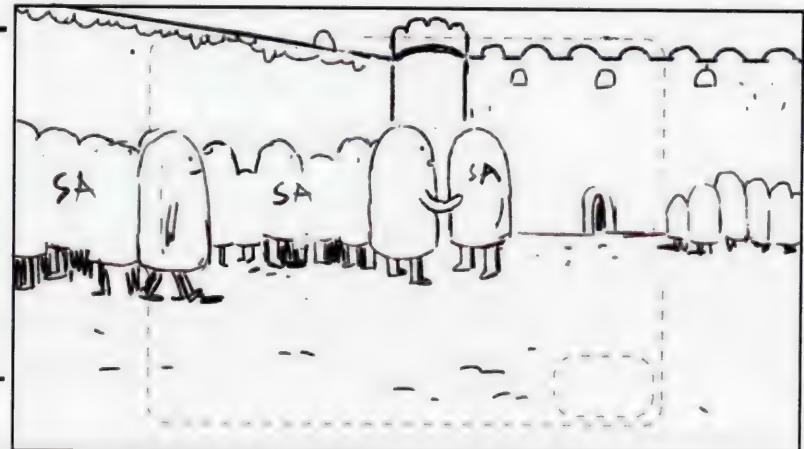
Dialog:

(SP)

Action:

BGS MILLING AROUND

Timing:



BG16 RUNS O/S, NOBODY REALLY CARES

SEP 10 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME



Page 28

Sc. 16 cont

Pnl. C

Bg.

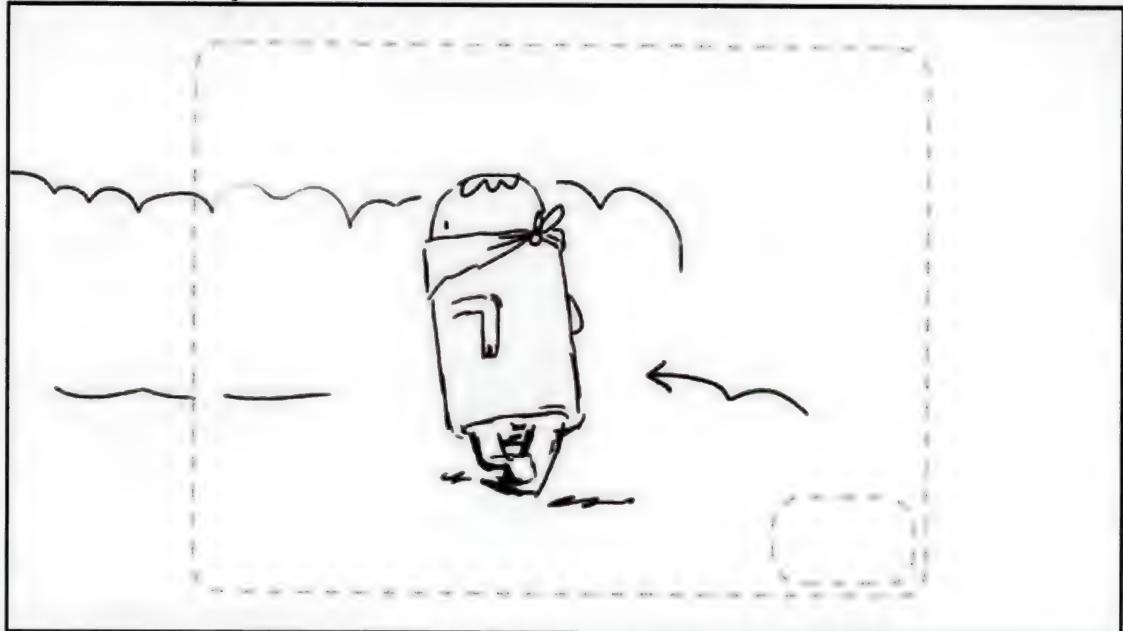
day night

Sc. 16 cont

Pnl. D

Bg.

day night



1034/233

Dialog:

F/(OIS) STOP!!

Action:

BG16 ABRUPTLY STOPS & TURNS

SEP 10 2015

Timing:

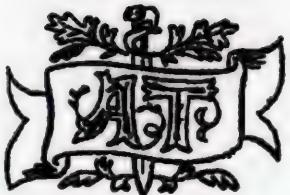
Production :

EPISODE # 1034-233

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ADVENTURE TIME



Page 29

Sc. 17

Pnl. A

Bg.

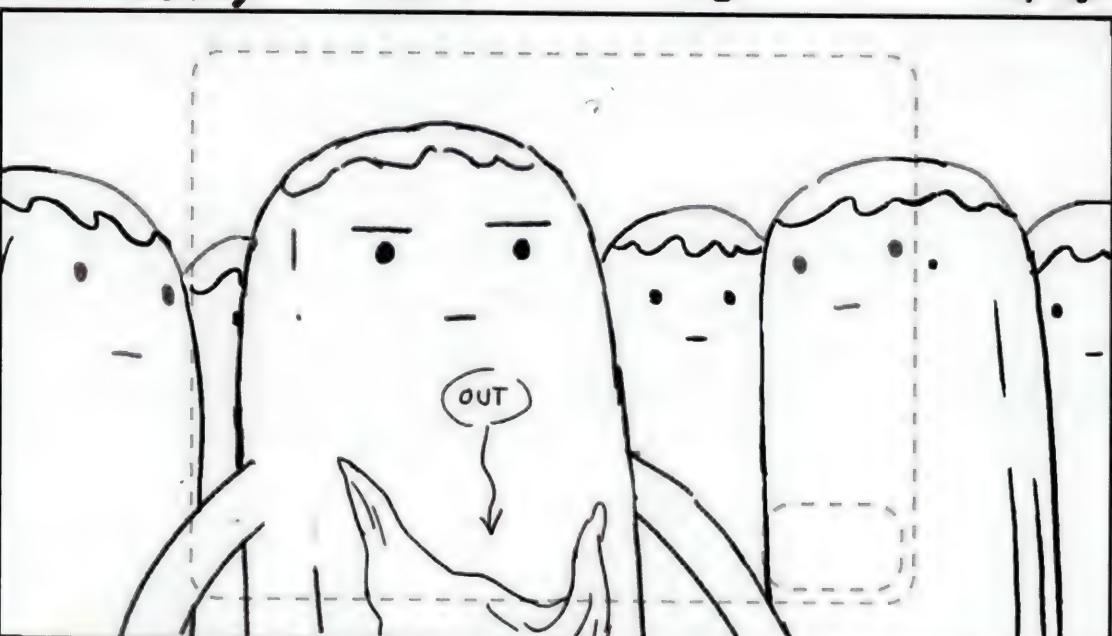
day night

Sc. 17 cont

Pnl. B

Bg.

day night



1034/233

Dialog:



Production :

EPISODE # 1034-233

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1034/233

ADVENTURE TIME



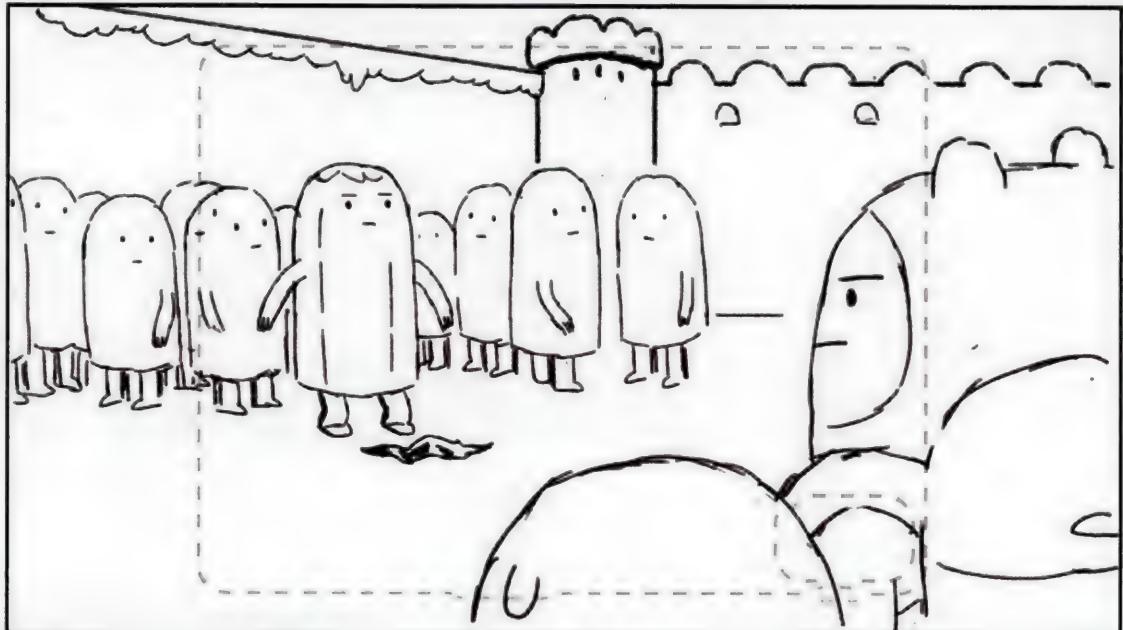
Page 30

Sc. 18

Pnl. A

Bg.

day night

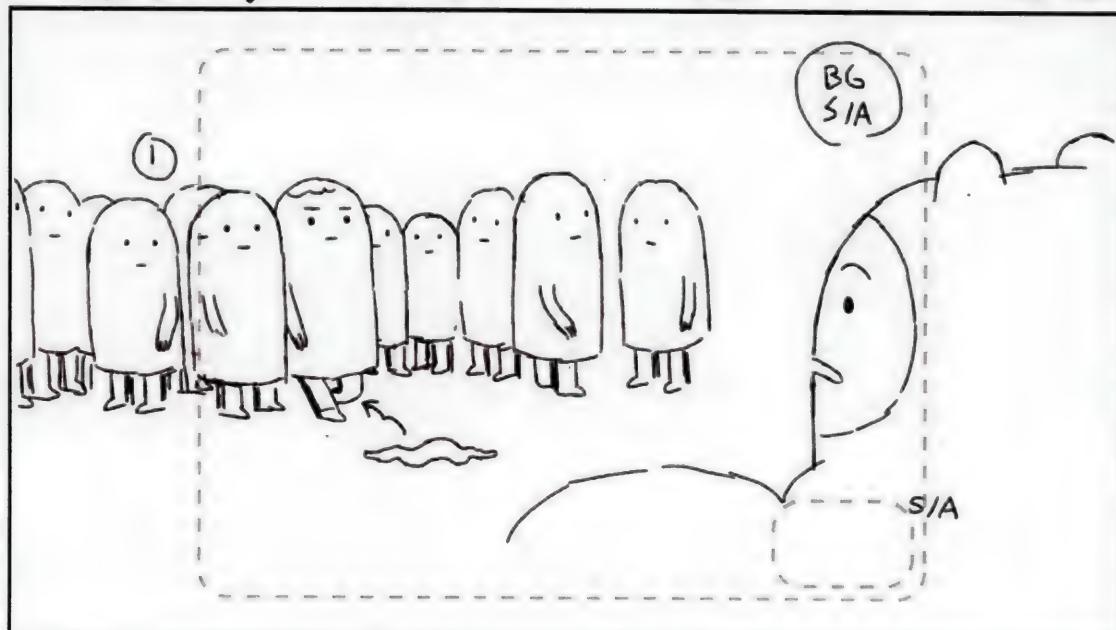


Sc. 18 ~~cont~~

Pnl. B

Bg.

day night



Dialog:

Action:

BG16 STEPS BACK & MELTS INTO CROWD, BG5 CONTINUE MILLING AROUND

Timing:

SEP 10 2013

Production :

EPISODE # 1034-233

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ADVENTURE TIME

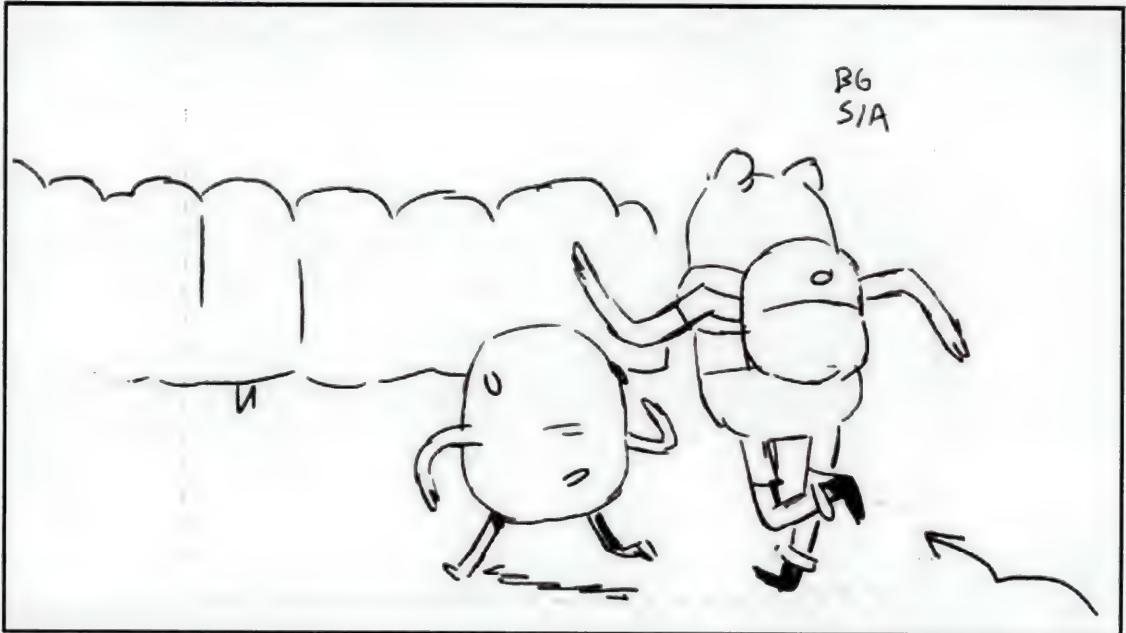


day night

Sc. 18 *cont*

Pnl. C

Bg.



day night

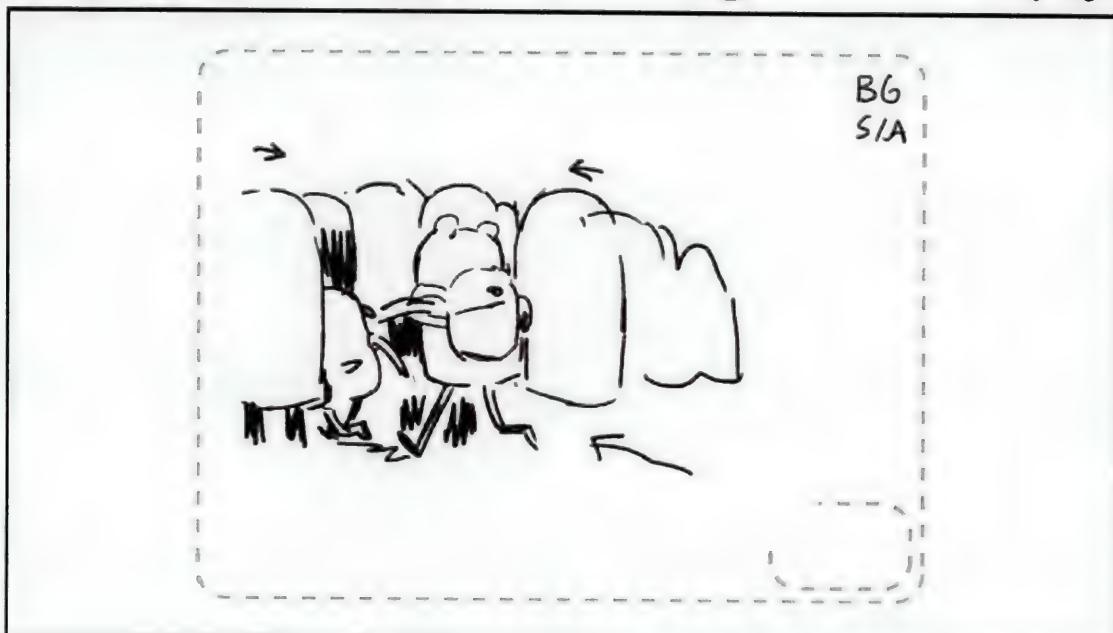
Sc. 18 *cont*

Pnl. D

Bg.

Page 31

day night



Dialog:

f/ Hey!!

Action:

F & J RUN AFTER HIM

F & J DISAPPEAR INTO CROWD

SEP 10 2015

Timing:

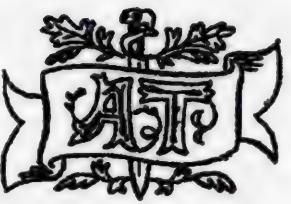
Production :

EPISODE # 1034-233

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1034 / 233

ADVENTURE TIME



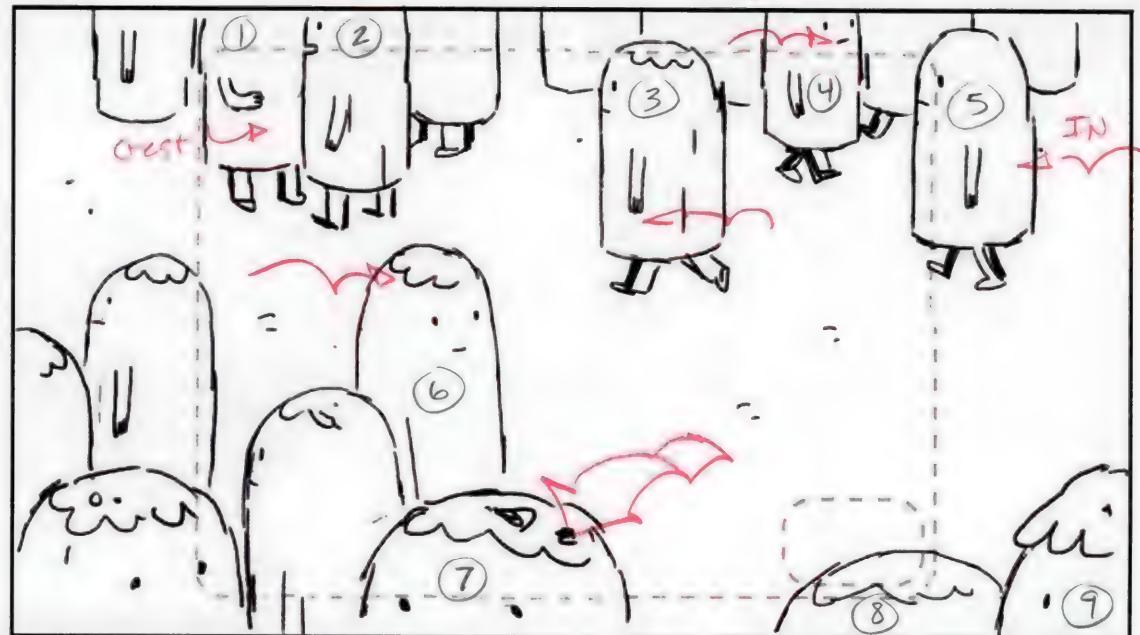
day night

Sc. 19

TALK

Pnl. A

Bg.



Sc. 19 cont

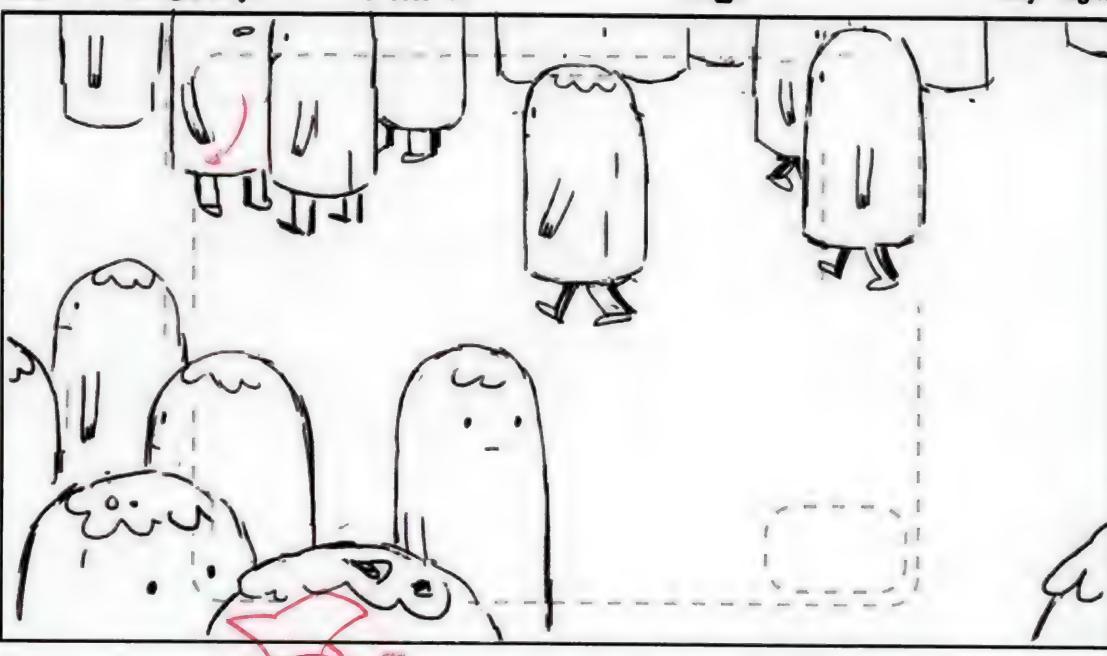
Pnl. B

Bg.

Page 32

NO PG 33

day night



1034/233

Dialog:

Action:

BG CROWD WALKIN AROUND

SEP 10 2015

Timing:

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Production :

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1034/233

ADVENTURE TIME

1034/233

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Sc.

Pnl.

Bg.

day night

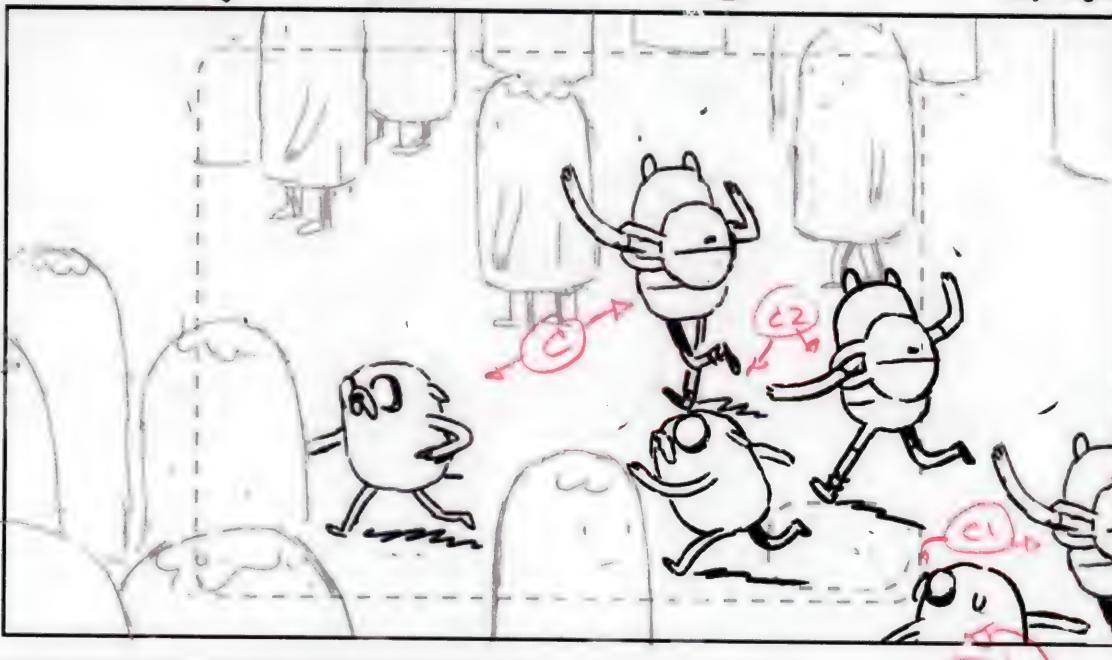
Sc. 19 cont

Pnl. C

Bg.

day night

Page 34



Dialog:

Action:

RUNS O/S

F & J RUN @ BGS

SEP 10 2015

Timing:

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



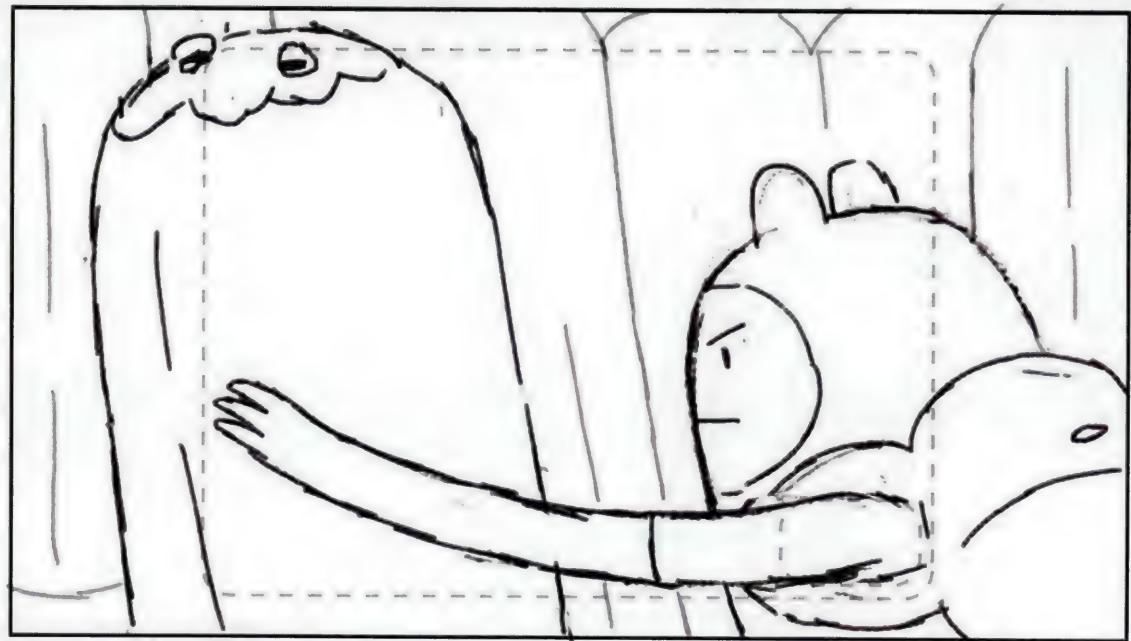
Page 35

Sc. 20

Pnl. A

Bg.

day night

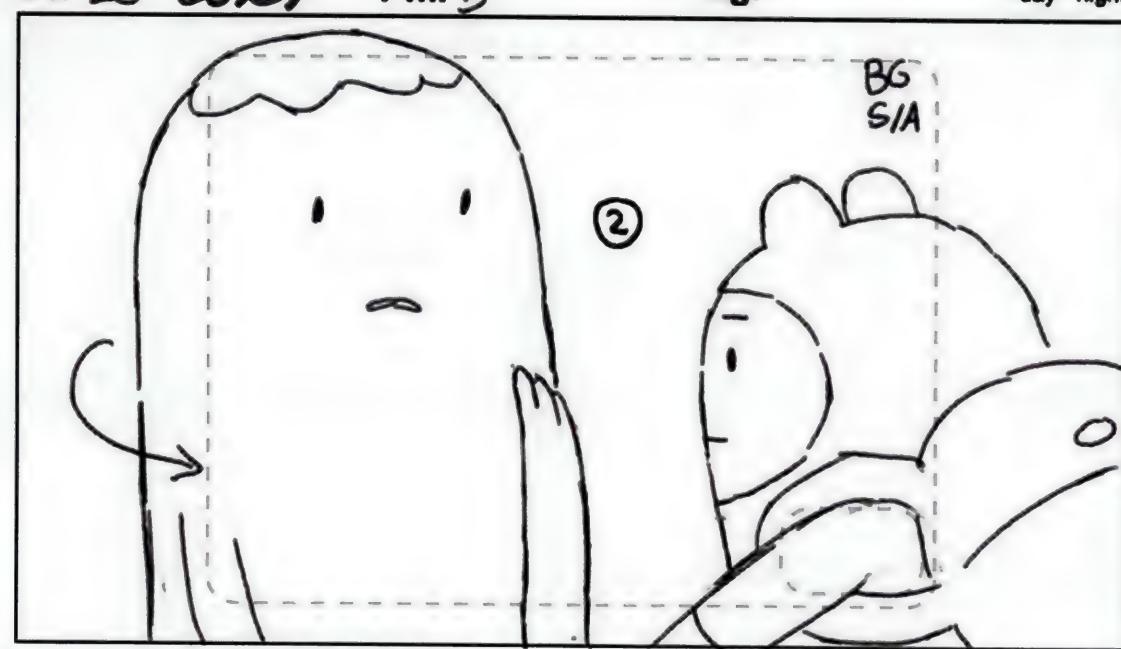


Sc. 20 cont

Pnl. B

Bg.

day night



Dialog:

AL

SP

Action:

F GRABS BG

Timing:

* GRAB & TURN SCENES GO SUPER QUICK

BG / HUH??

TURNS
AROUND

Production:

SEP 10 2015

EPISODE # 1034-233

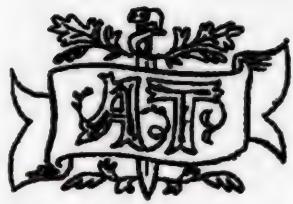
1034 / 233

1034 / 233

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1034 / 233

ADVENTURE TIME



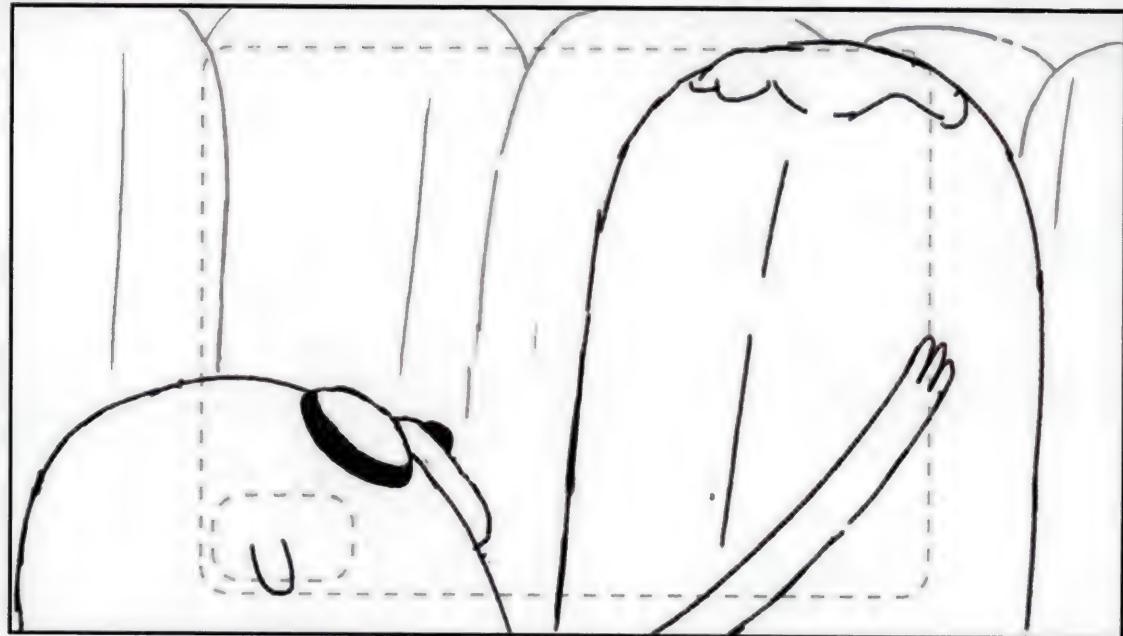
Page 36

Sc. 21

Pnl. A

Bg.

day night

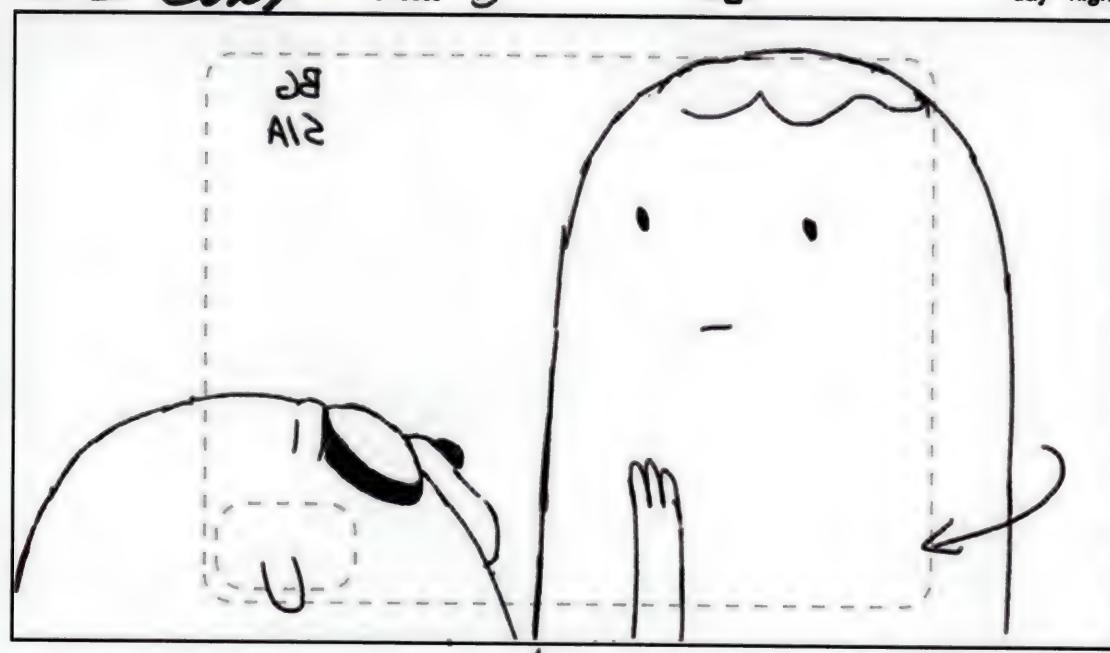


Sc. 21 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

BG / VH ...

Action:

J GRABS

TURNS

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



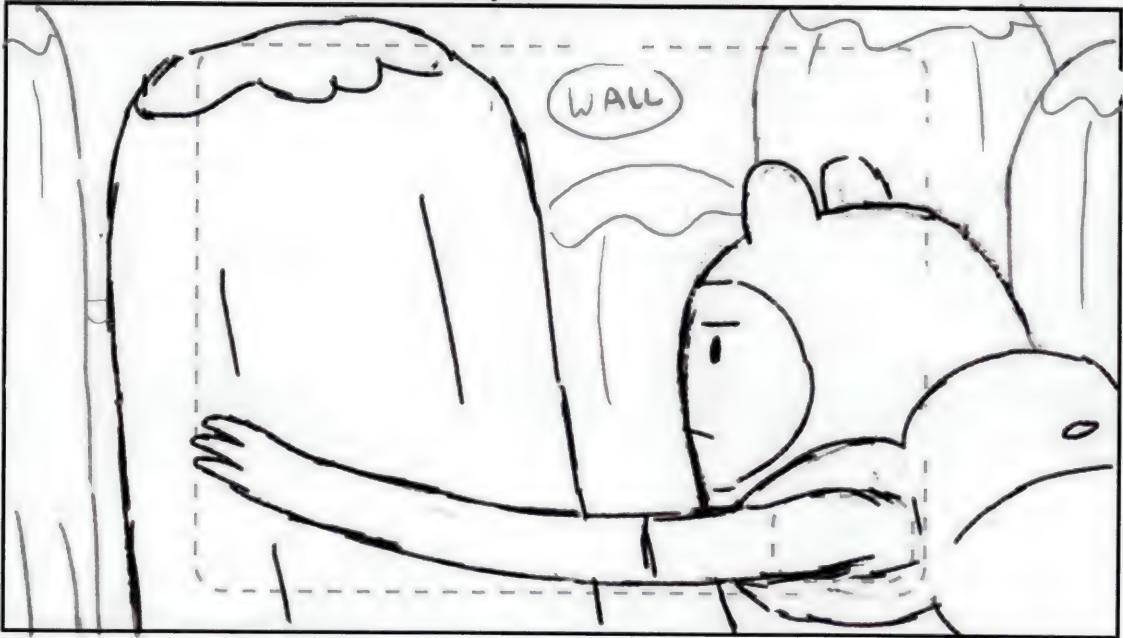
Page 37

Sc. 22

Pnl. A

Bg.

day night



Sc. 22 cont

Pnl. B

Bg.

day night



1034/233

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Dialog:

BG / HI

Action:

SAME

SEP 10 2015

Timing:

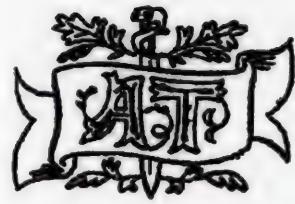
Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



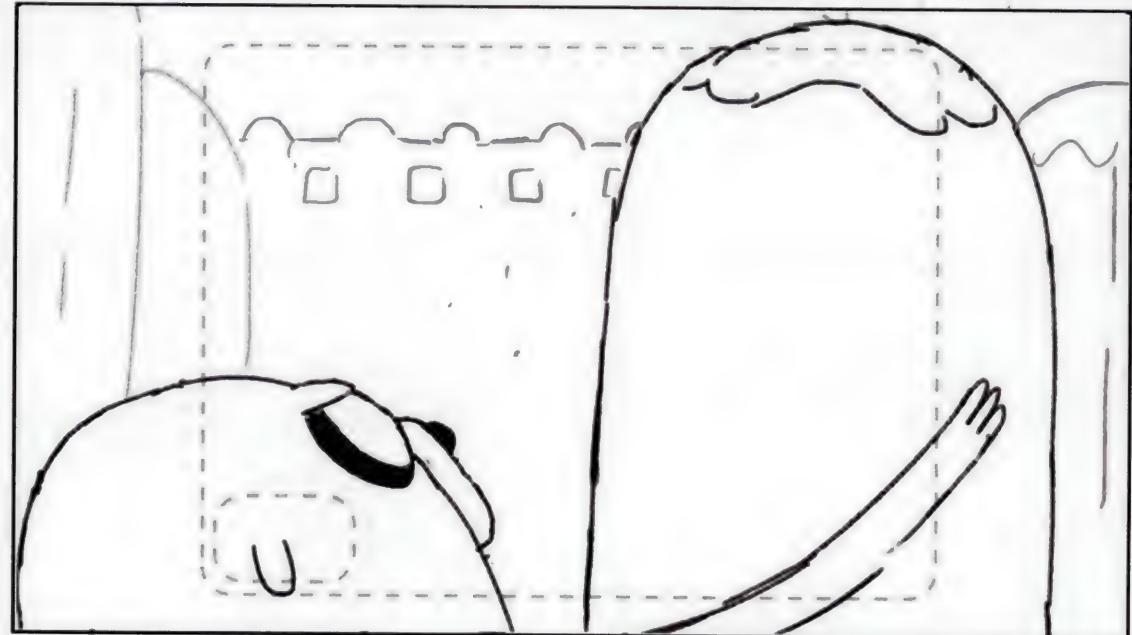
Page 38

Sc. 23

Pnl. A

Bg.

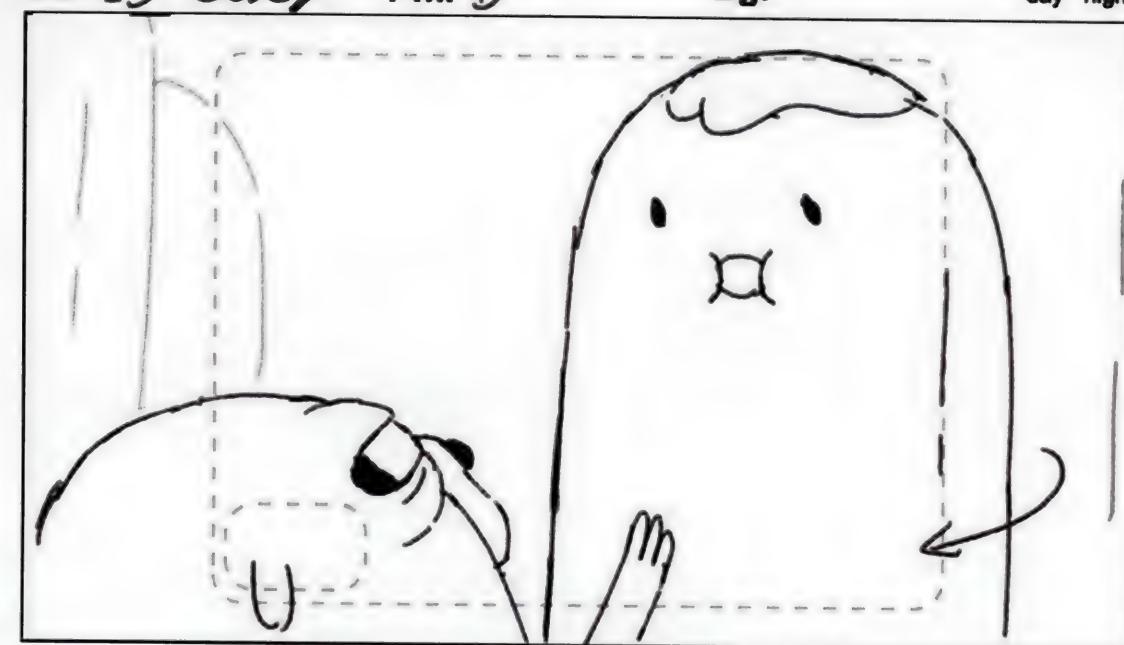
day night



Sc. 23 cont Pnl. B

Bg.

day night



1034/233

Dialog:

BG / HELLOOO

Action:

SAME

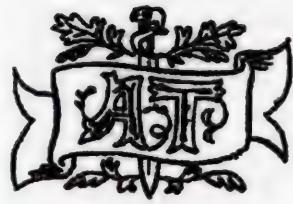
SEP 10 2015

Timing:

Production :

1034/233

ADVENTURE TIME



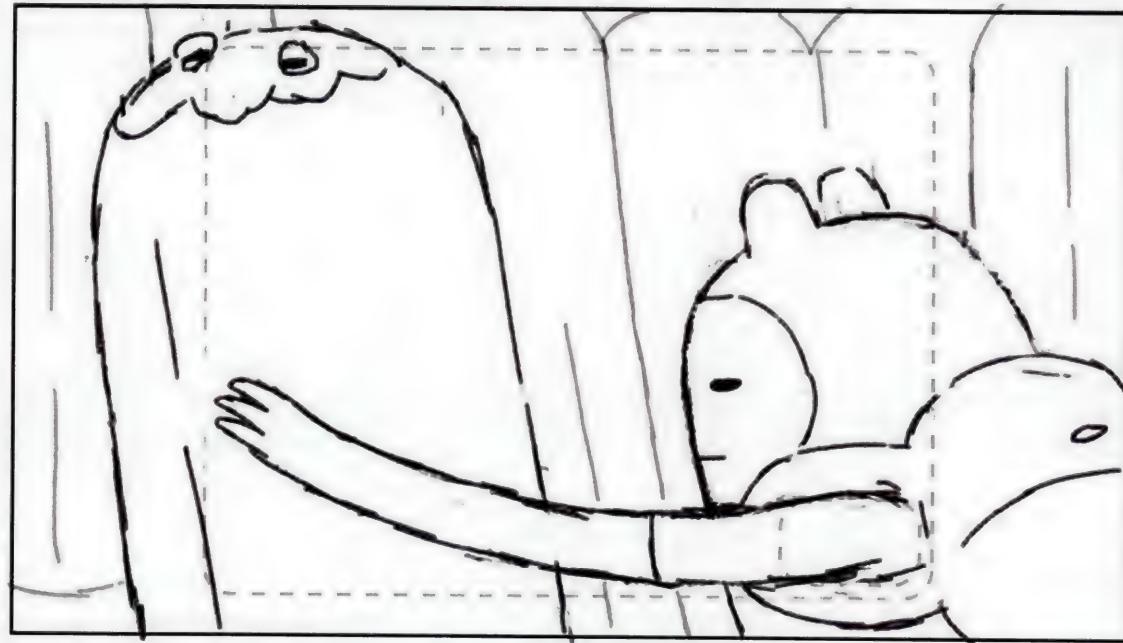
Page 39

Sc. 24

Pnl. A

Bg.

day night



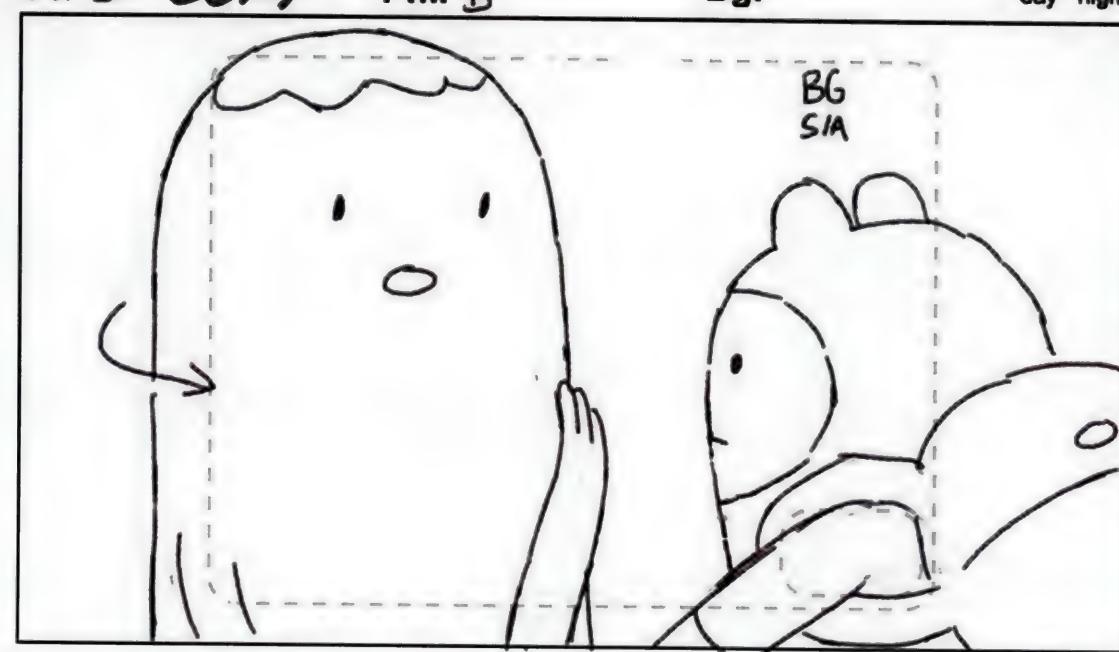
Sc. 24

cont

Pnl. B

Bg.

day night



Dialog:

BG / YOU ALREADY GRABBED ME!

Action:

SAME

SEP 10 2015

Timing:

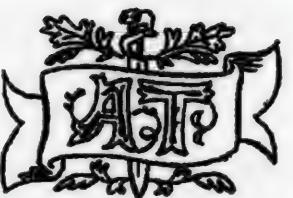
Production :

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4

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ADVENTURE TIME



Sc. 24 cont

Pnl. C

Bg.

day night

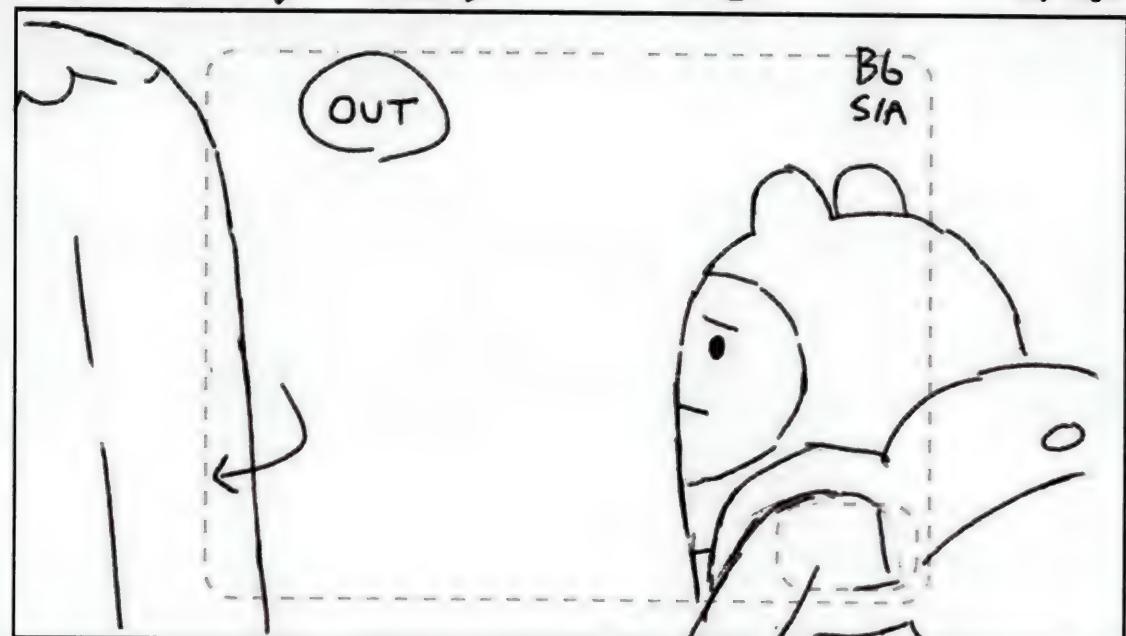
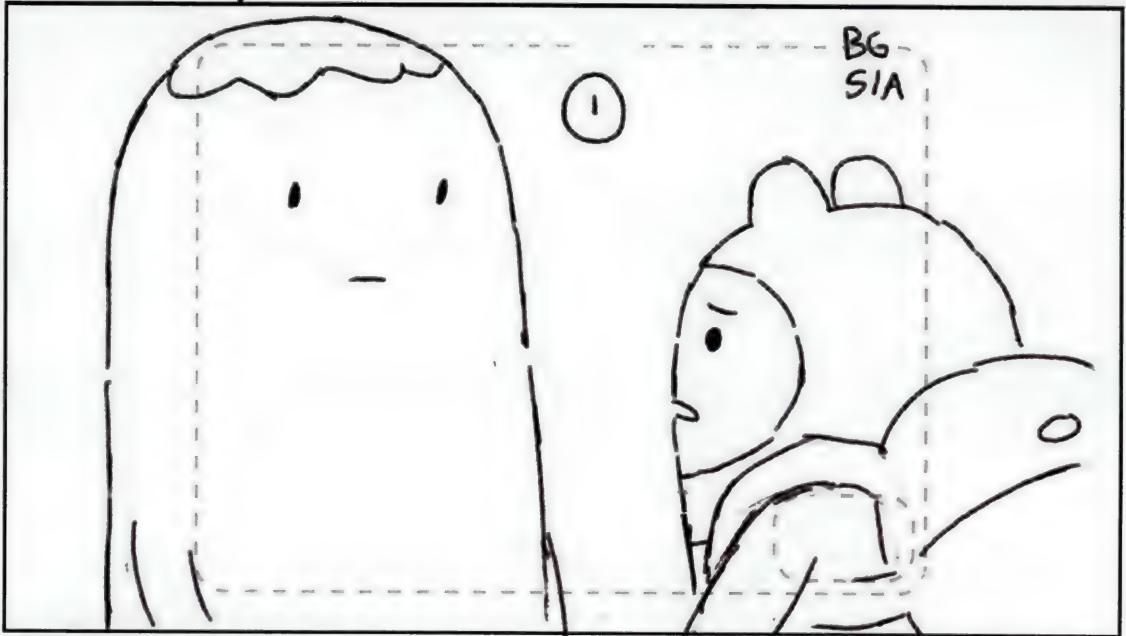
Sc. 24 cont

Pnl. D

Bg.

Page 40

day night



1034/233

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Dialog:

F/ YOU SURE?

Action:



BG WALKS AWAY

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME

1034/233

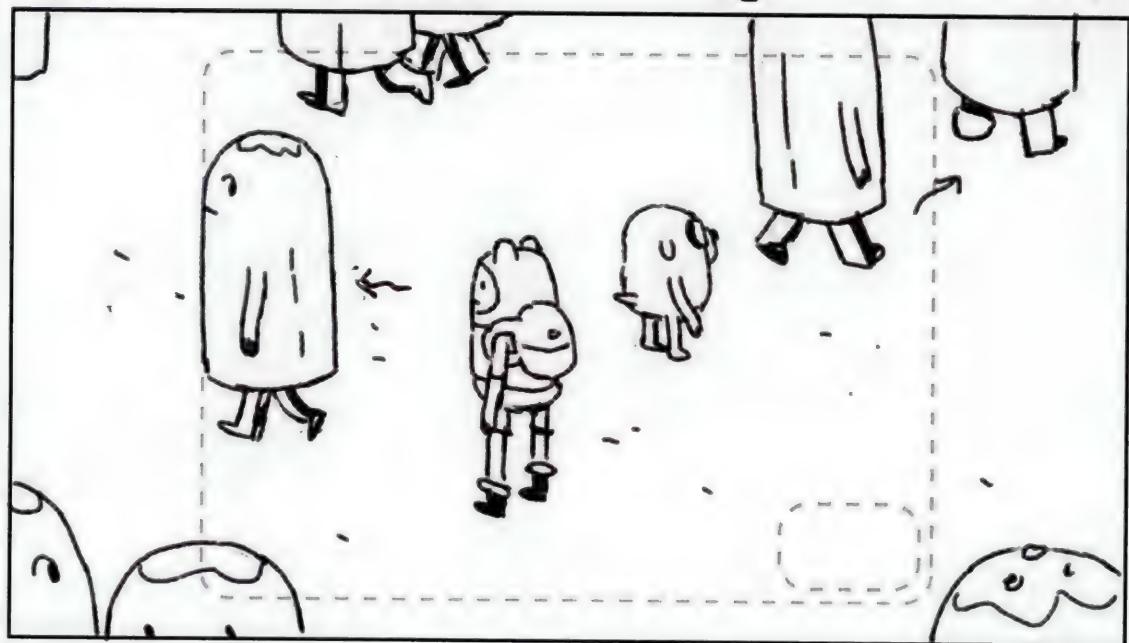
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Sc. 25

Pnl. A

Bg.

day night

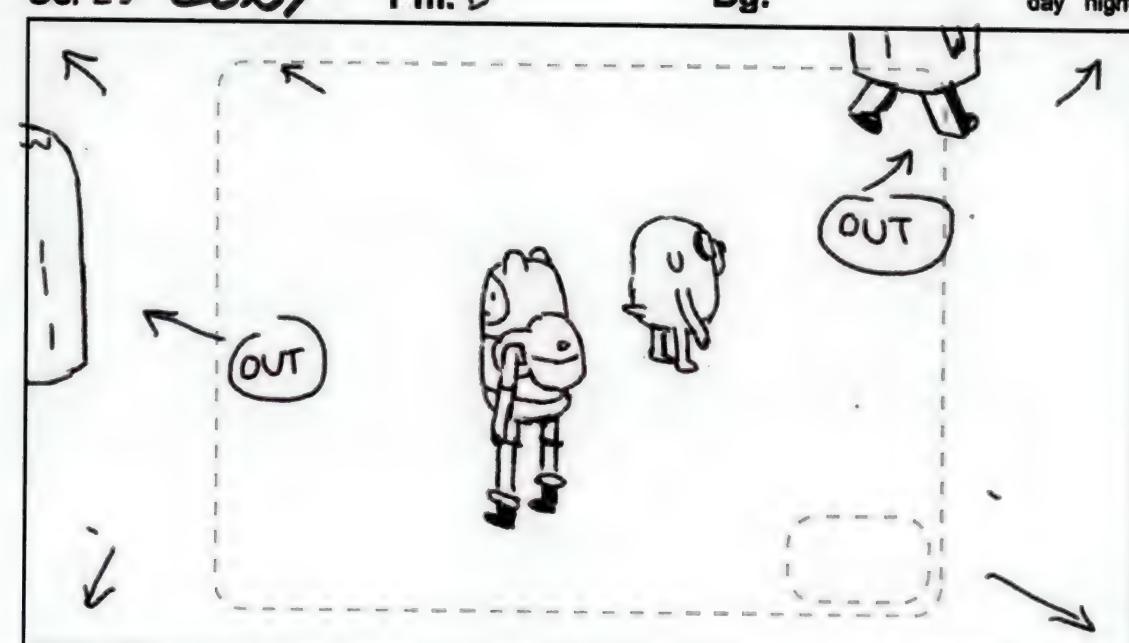


Sc. 25 cont

Pnl. B

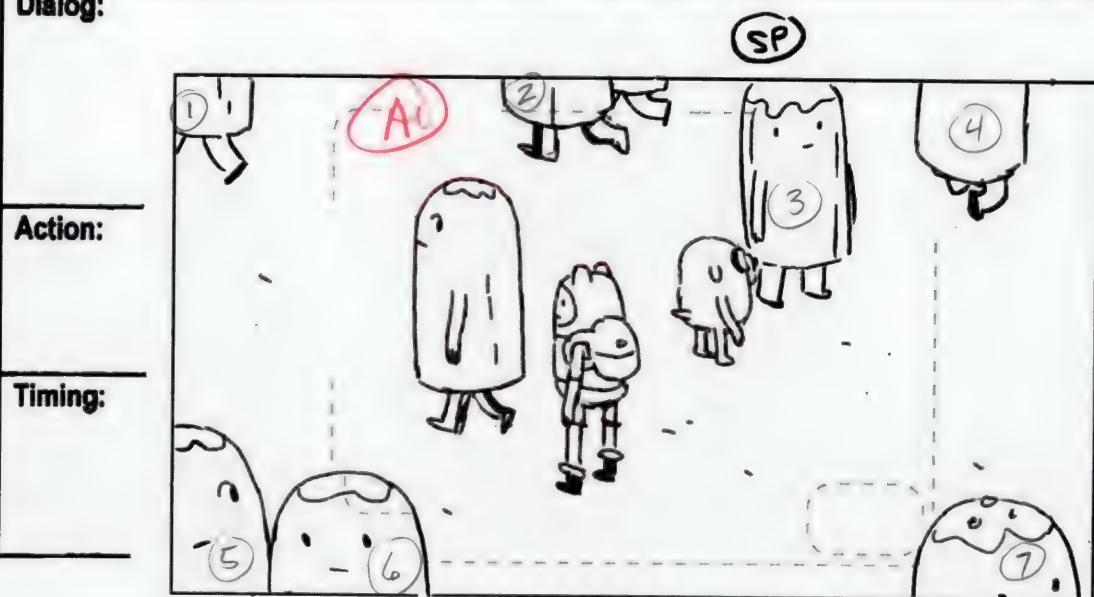
Bg.

day night



Page 41

Dialog:



ALL BGS EXIT

SEP 10 2015

Production :

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ADVENTURE TIME



Sc. 25 cont

Pnl. C

Bg.

day night

Sc.

NO SC'S
26-27

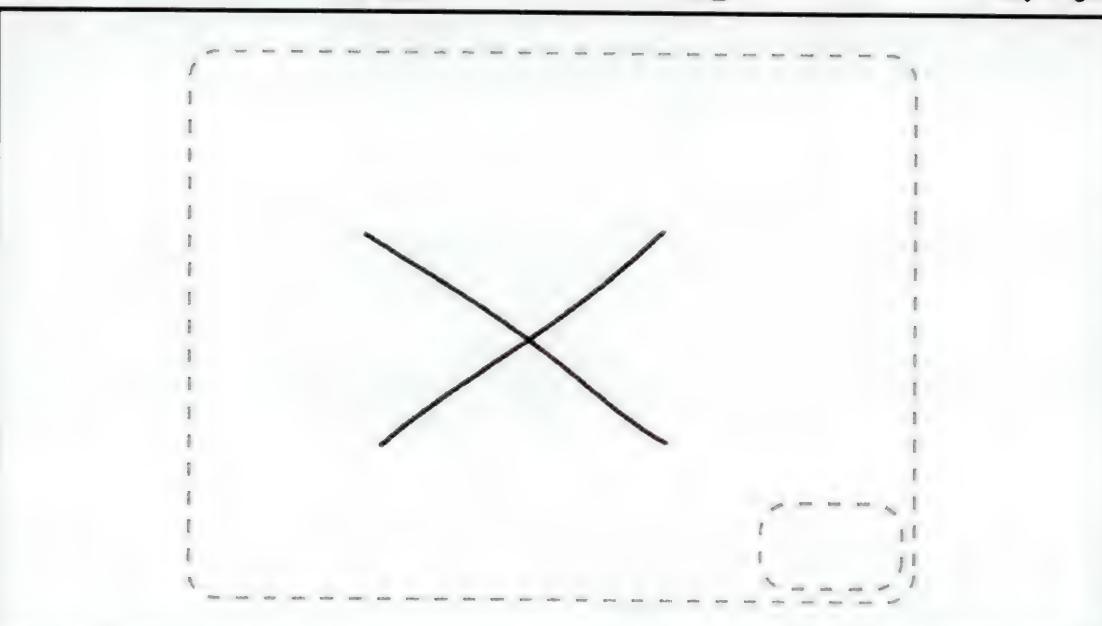
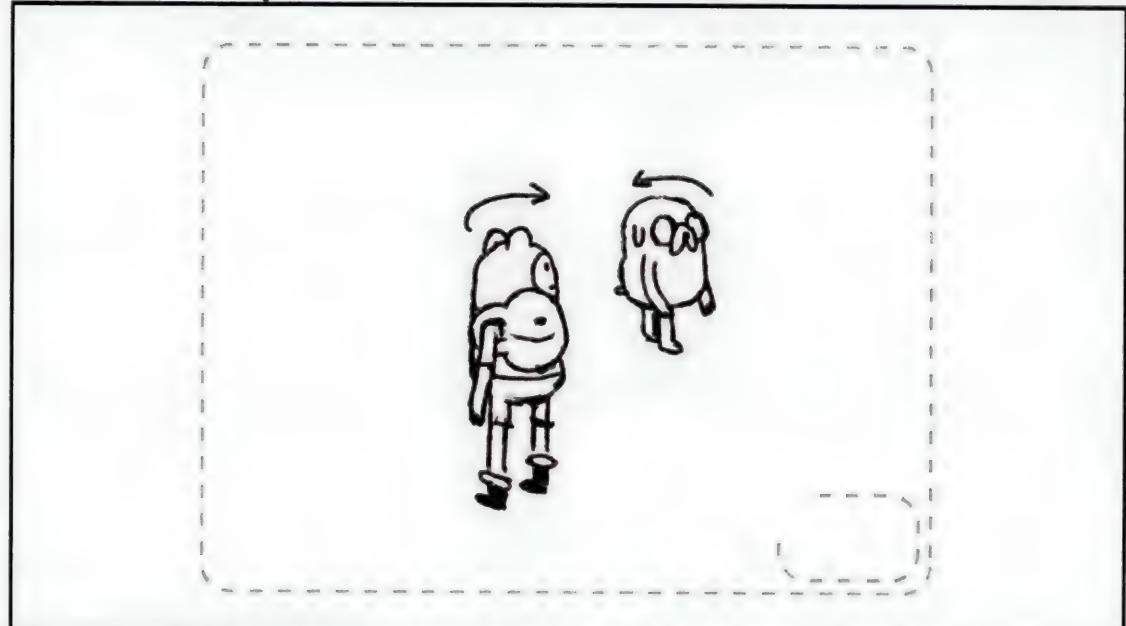
Pnl.

Bg.

Page 42
NO PG 43
day night

1034 / 233

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Dialog:

Action:

F & J LOOK AT EACH OTHER!, LOST

SEP 10 2015

Timing:

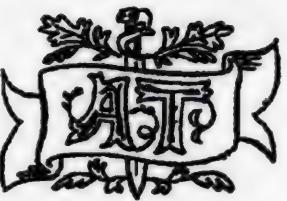
EPISODE # 1034-233

Production :

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ADVENTURE TIME



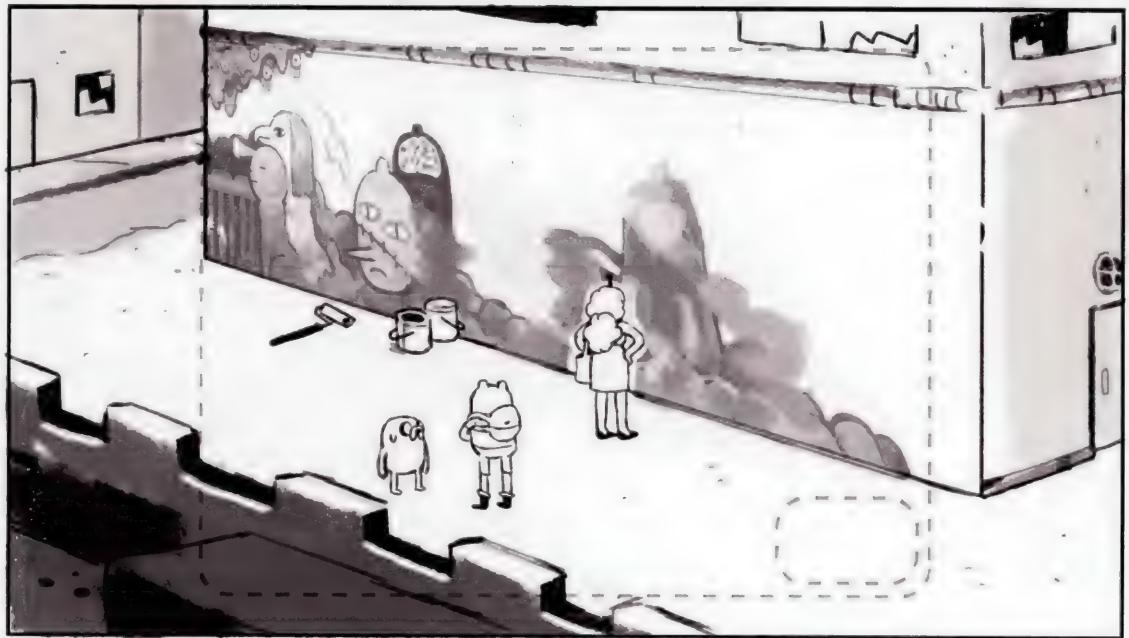
Page 44

Sc. 28

Pnl. A

Bg.

day night



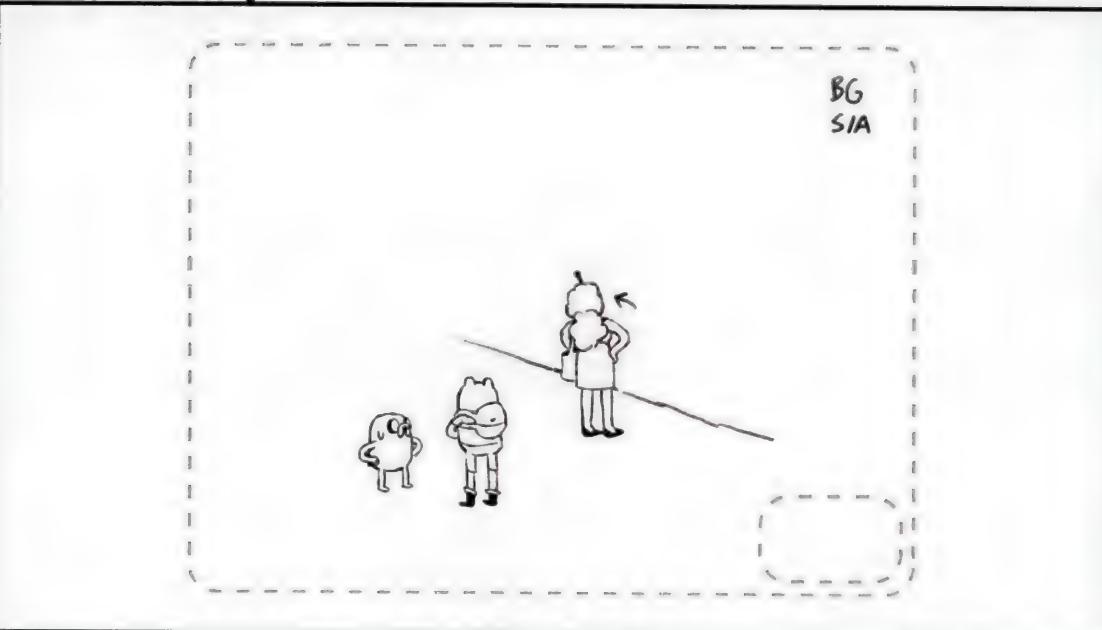
Sc. 28

cont

Pnl. B

Bg.

day night



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Dialog:

PB /hhm..

Action:

NEXT DAY, PB INSPECTING WALL IN ALLEY

PB TILTS HEAD

SEP 10 2015

Timing:

Production :

EPISODE # 1034-233

1034/233

1034/233

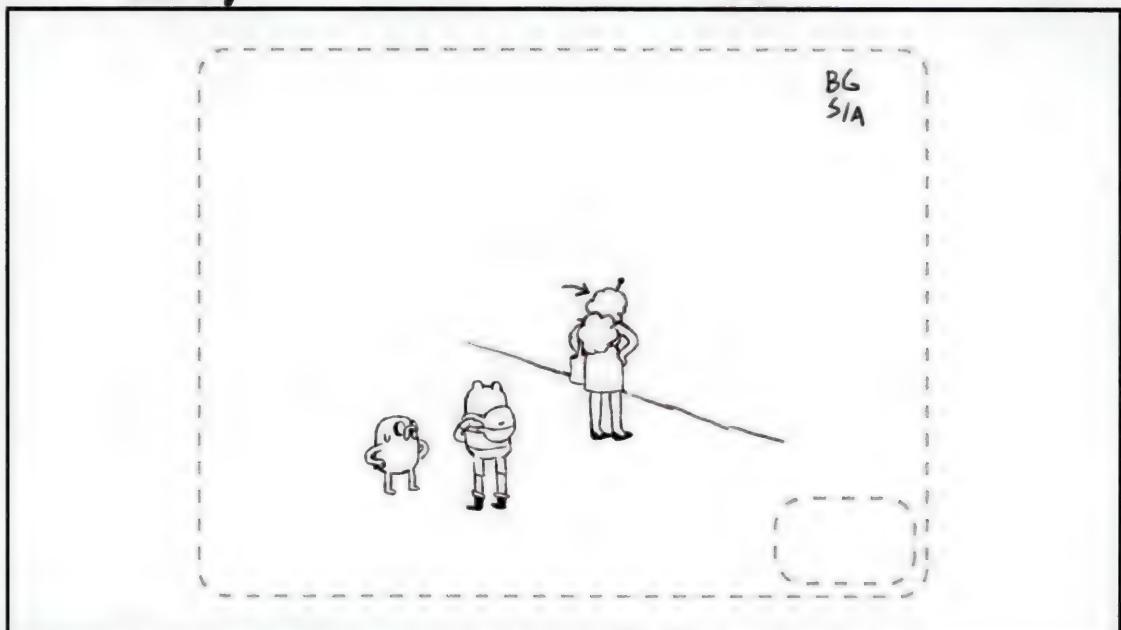
ADVENTURE TIME

Sc. 28 *cont*

Pnl. C

Bg.

day night

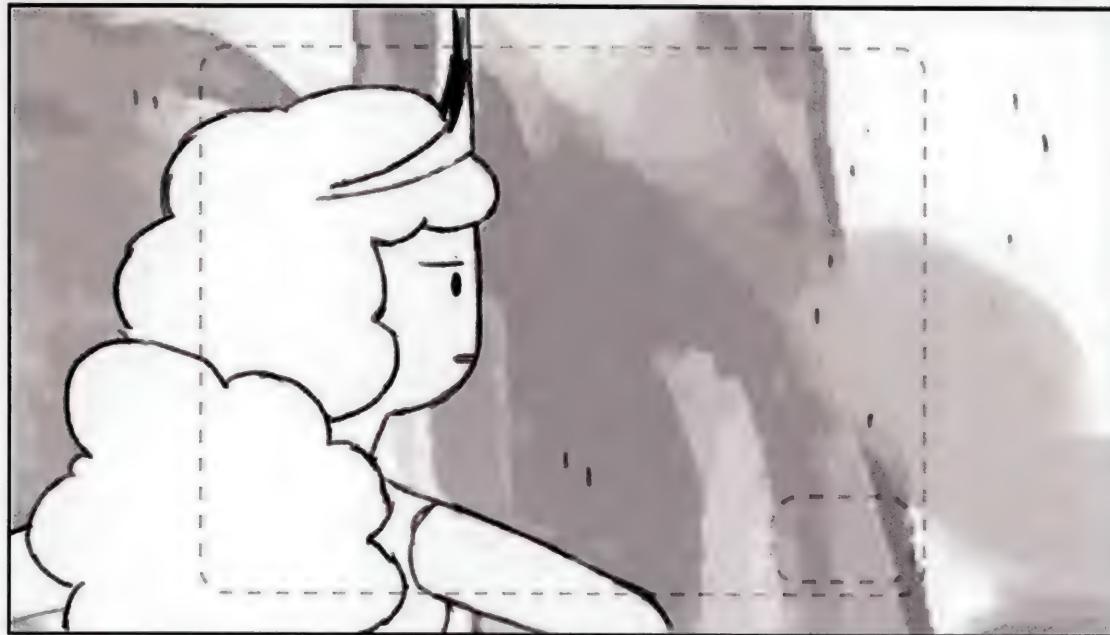


Sc. 29

Pnl. A

Bg.

day night



1034/233

Page 45

EPISODE # 1034-233

Production :

Dialog:

PB/...mmm

PB/ THIS...

Action:

TILTS HEAD OTHER WAY

SEP 10 2015

Timing:

1034/233

1034/233

ADVENTURE TIME



Sc. 29 cont

Pnl. B

Bg.

day night

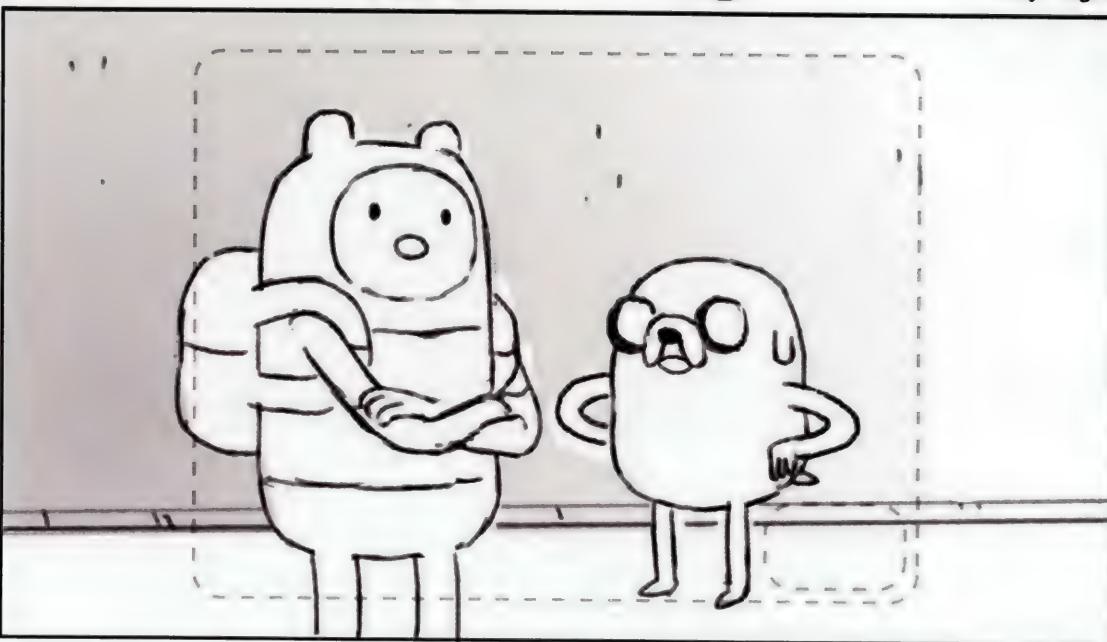
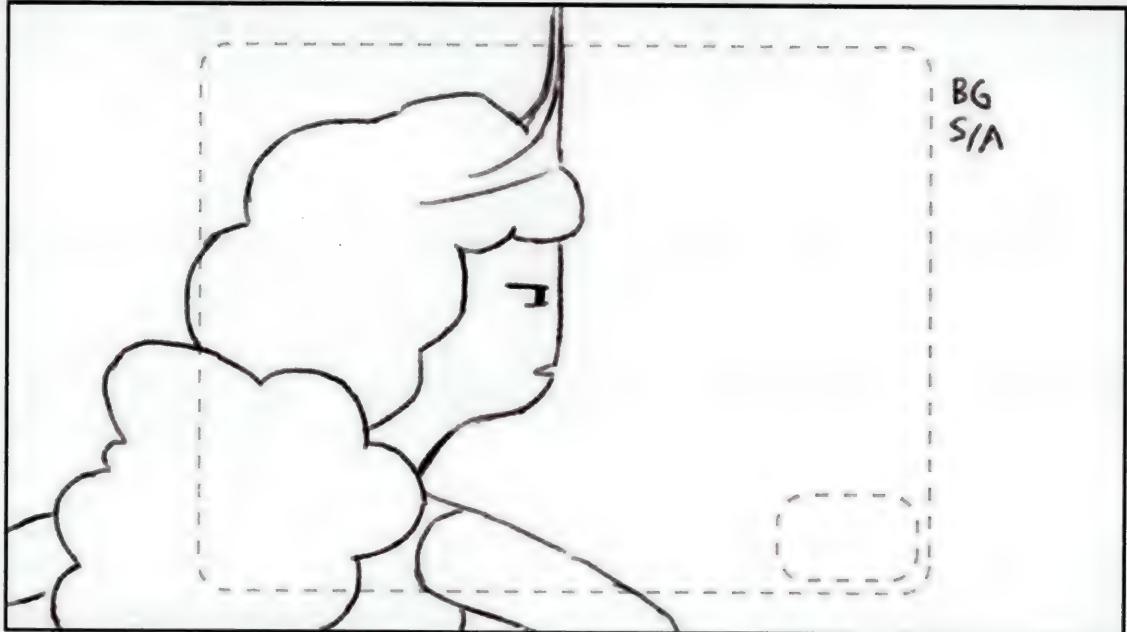
Sc. 30

Pnl. A

Bg.

Page 46

day night



1034/133

Dialog:

PB / THIS IS —

F / DELINQUENT VANDALISM?
J / A BEAUTIFUL STATEMENT?

Action:

PB GETS REAL CLOSE TO WALL

TALKING OVER EACH OTHER

Timing:

SEP 10 2015

Production :

1034/233

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 47

Sc. 31

Pnl. A

Bg.

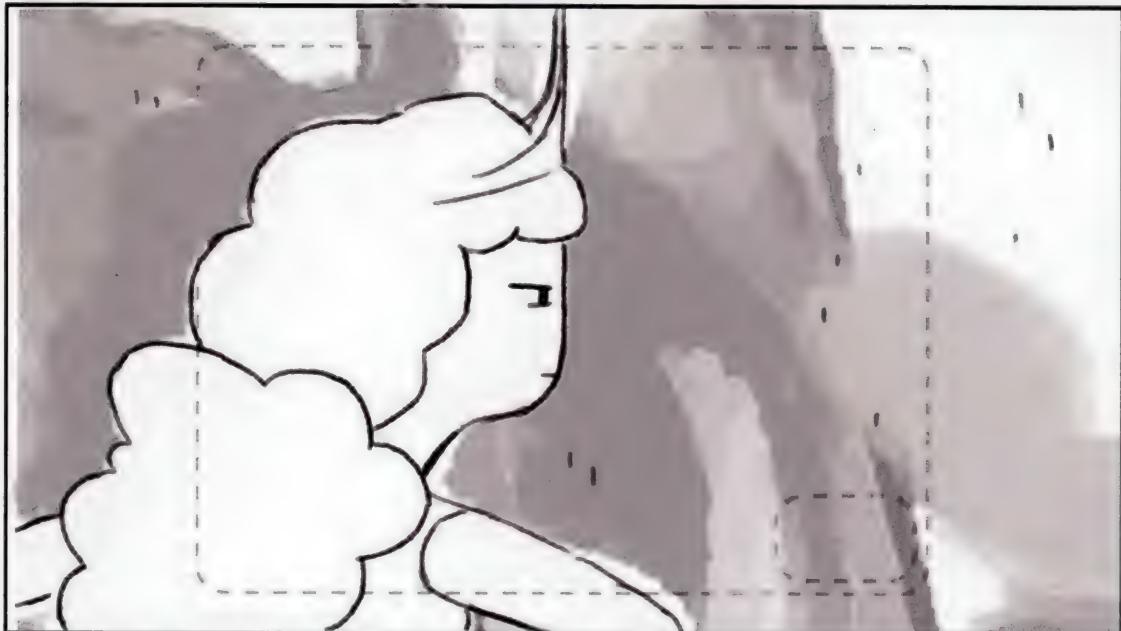
day night

Sc. 31

Pnl. B

Bg.

day night



Dialog:

PB / VERY INTERESTING.

Action:

PB TURNS TO THEM

SEP 10 2015

Timing:

EPISODE # 1034-233

Production :

1034/232

ADVENTURE TIME



Sc. 32

Pnl. A

Bg.

day night

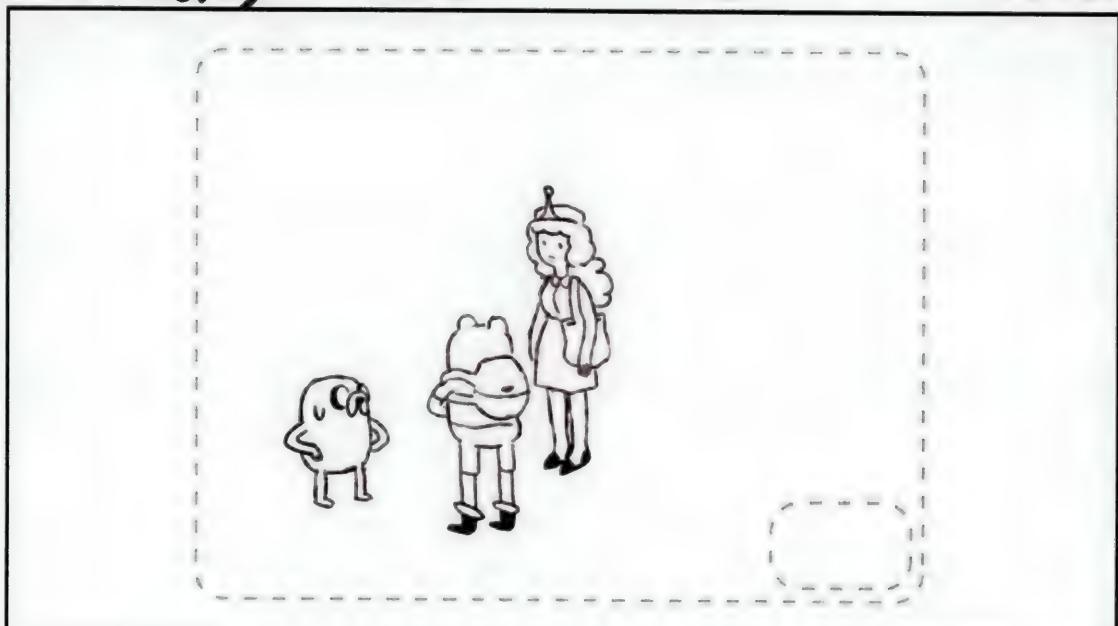


Sc. 32 cont

Pnl. B

Bg.

Page 48
NO PG-49
day night

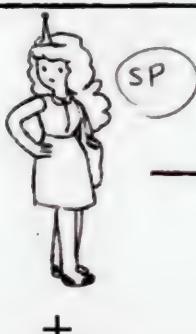


Dialog:

PB/ GO BACK TO THE BARRACKS and FIND OUT WHICH
BANANA GUARD IS

PB/ RESPONSIBLE FOR THIS.

Action:



SEP 10 2015

Timing:

+

Production :

1034/233

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc. 34

Page 50

Bg.

day night

EPISODE # 1034-233

Production :

1034 / 233

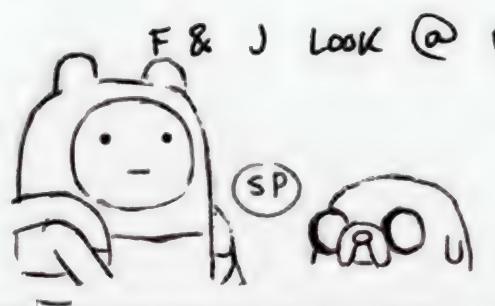
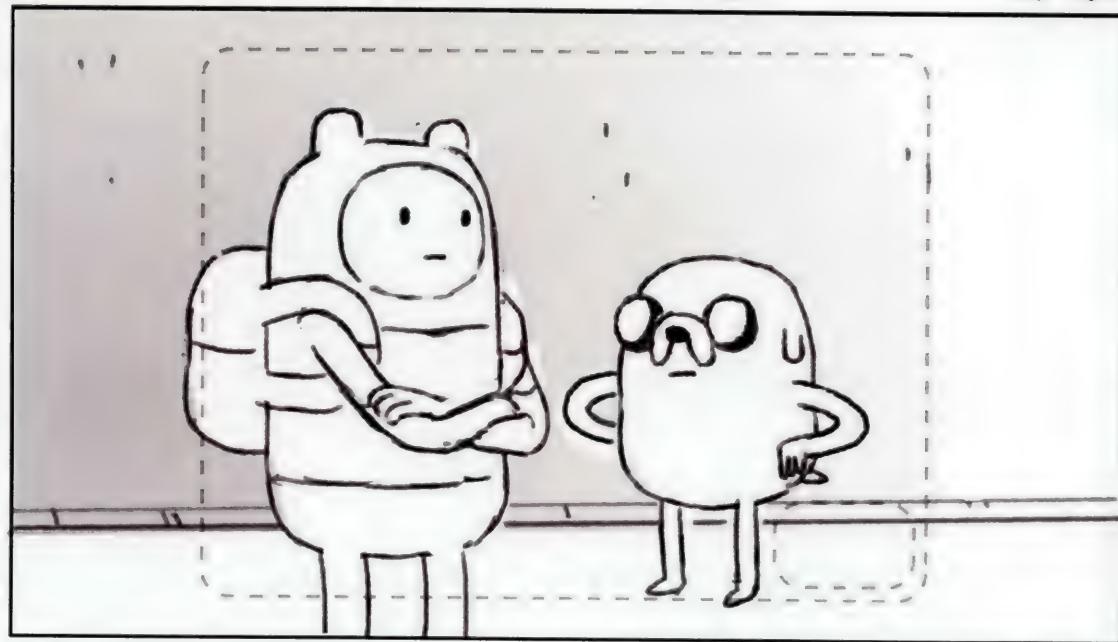
1034 / 233

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Dialog:

Action:

Timing:

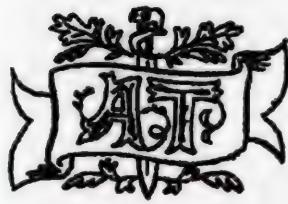


F & J LOOK @ EACH OTHER

SEP 10 2015

1034 / 233

ADVENTURE TIME



Sc. 34 cont

Pnl. B

Bg.

day night

Sc. 35

Pnl. A

Bg.

Page 51

day night



Dialog:

F/ WHY DON'T YOU JUST GO AND ASK THEM YOURSELF?

PB/ IT'S BETTER THIS WAY,

Action:

Timing:

SEP 10 2015

Production :

1034/233

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Sc. 35 cont

Pnl. B

Bg.

day night

Page 52



Sc. 35 cont

Pnl. C

Bg.

day night



D.

PB/THE BANANA GUARDS ARE REALLY AFRAID OF GETTING IN TO TROUBLE. THEY LOVE ME BUT I THINK THEY'RE SECRETLY SCARED OF ME.

PB/Here

Action:



PB KUNMAGES IN BAG

SEP 10 2015

Timing:

EPISODE # 1034-233

Production :

1034 / 233

ADVENTURE TIME



day night

Sc.

Sc. 35 cont

Pnl. D

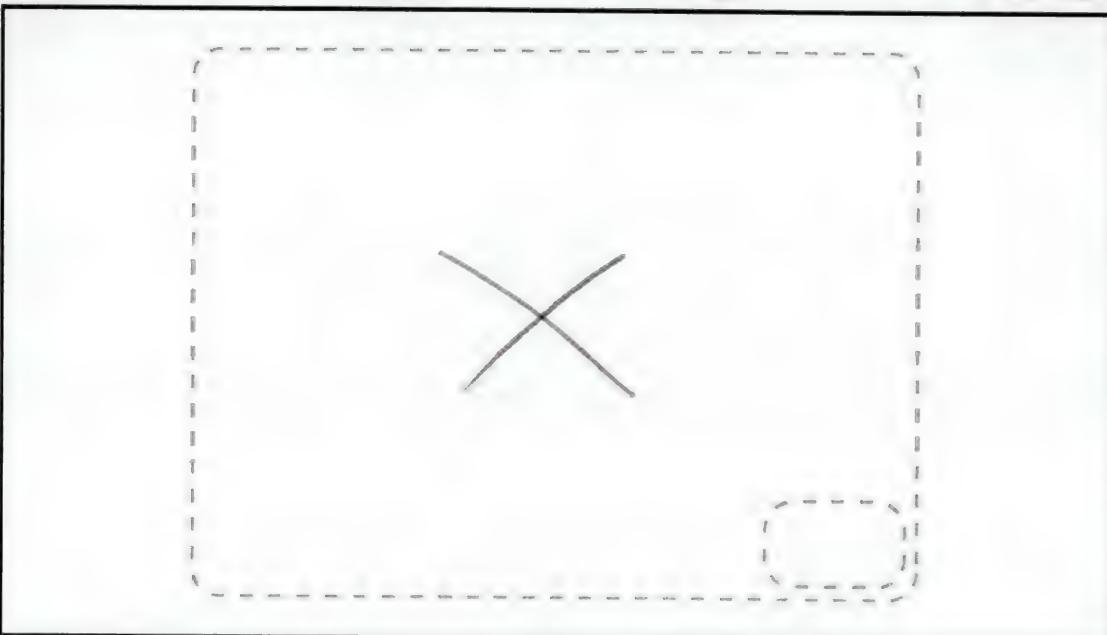
Bg.

Pnl.

Bg.

Page 53

53 NEXT
day night



1034/233

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Dialog:

PB / YOU CAN SLIP IN DURING THE
CHANGING OF THE GUARDS.

Action:

PB HOLDS UP YELLOW SUIT

SEP 10 2015

Timing:

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME

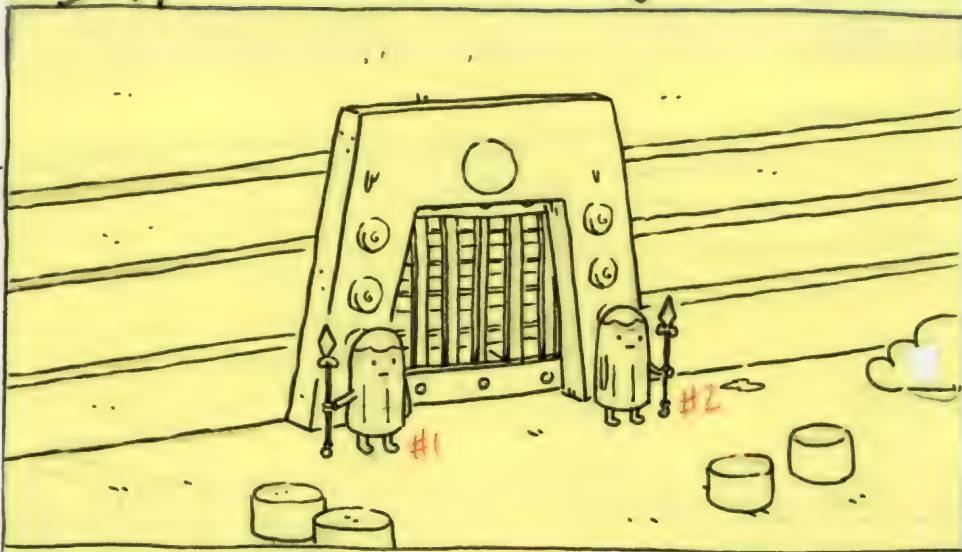


Sc. 35A

Pnl A

Bg.

day night



Sc. 35A cont PNL. B

BG.

Page 53A

54 NEXT



Dialog:



Action:

- OUTSIDE BGUARD
COMPOUND

- SCREEN ADJ RIGHT,
F+J POP OUT BEHIND
LONE BUSH

Timing:

SEP 10 2015

1034-233

EPISODE #

Production :

ADVENTURE TIME



1034/233

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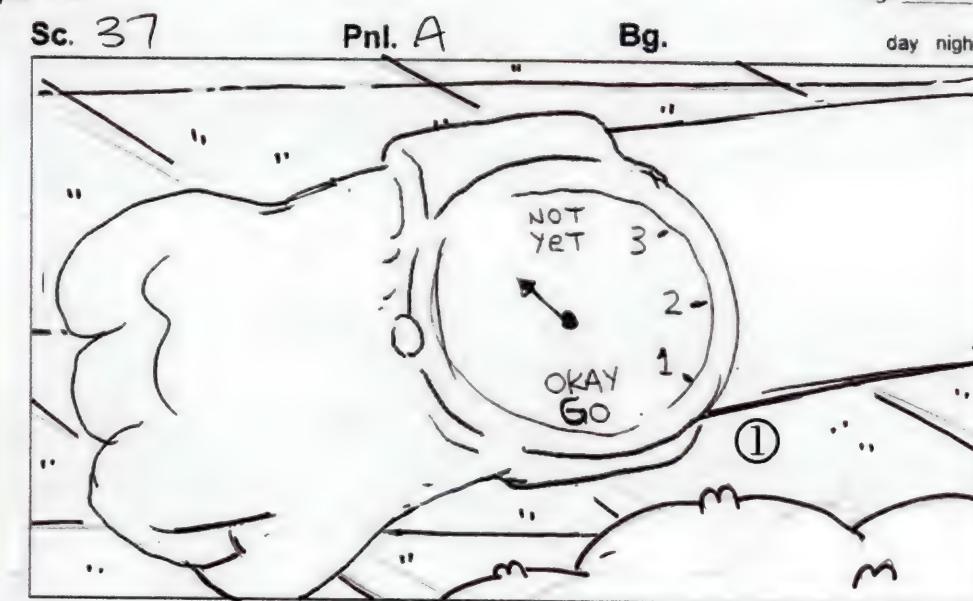
Dialog:

① "NOT yet...."

Action:

- Jake checks
"watch"

Timing:



(MADE OF JAKE SKIN)

EPISODE #

1034-233

Production:

SEP 10 2015

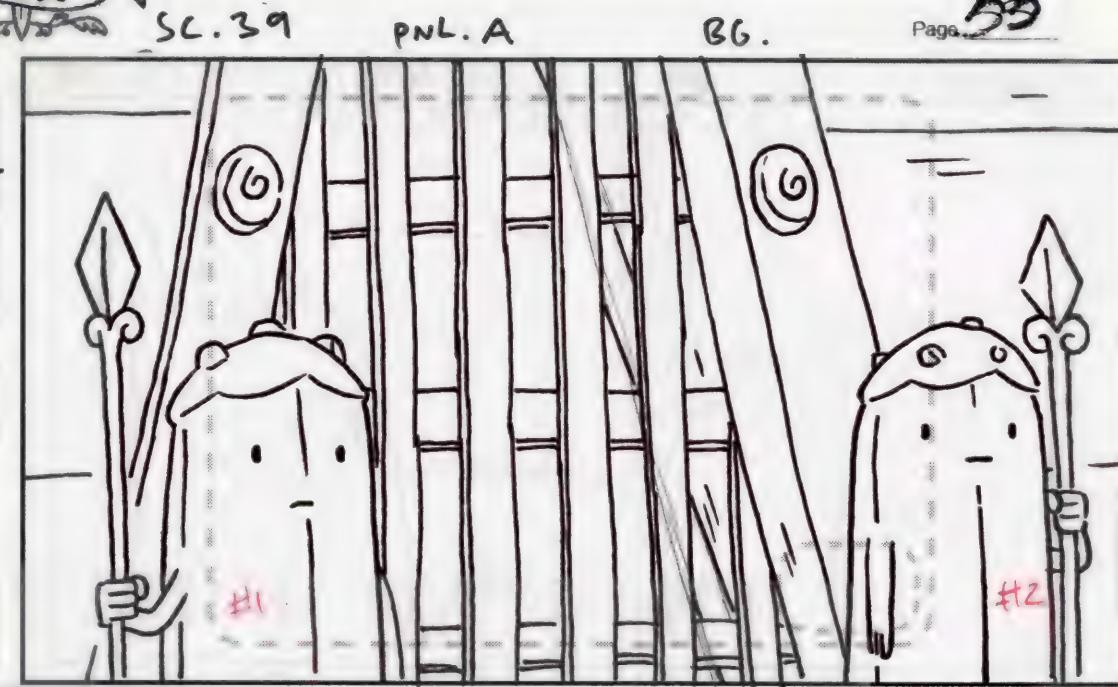
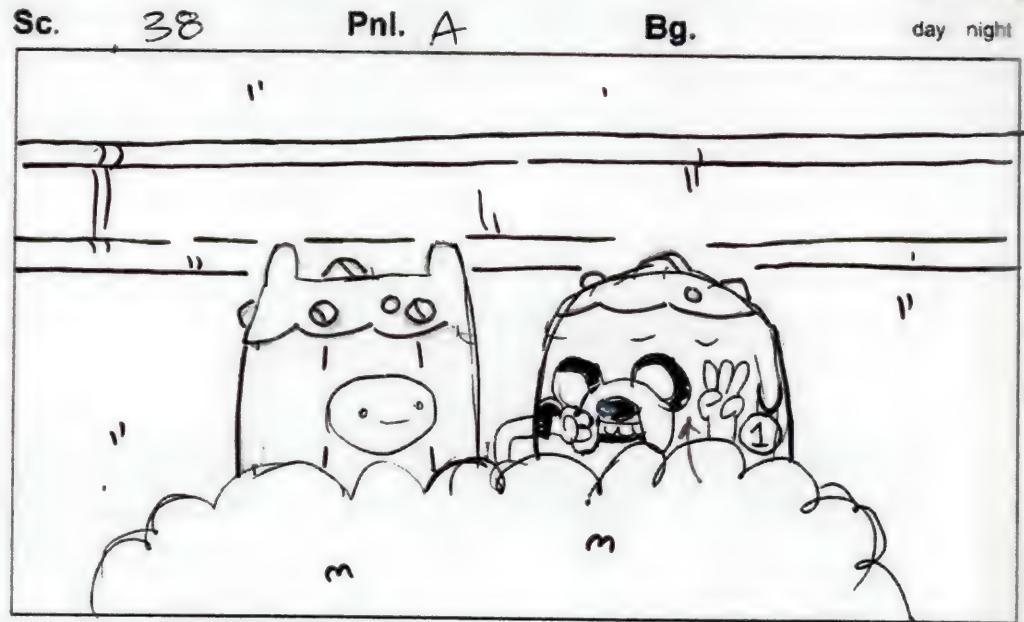
1034/233

1034/233

ADVENTURE TIME

1034/233

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Dialog:

(J) THREE ... TWO...
(SILENTLY MOUTHS "ONE")

Action:

② ③

Timing:

SFX: = "TOOP TOOTLE OOT TOOT" -
BAD TRUMPET

-GATE STARTS TO RAISE

SEP 10 2015



Production:

1034/233

1034-233

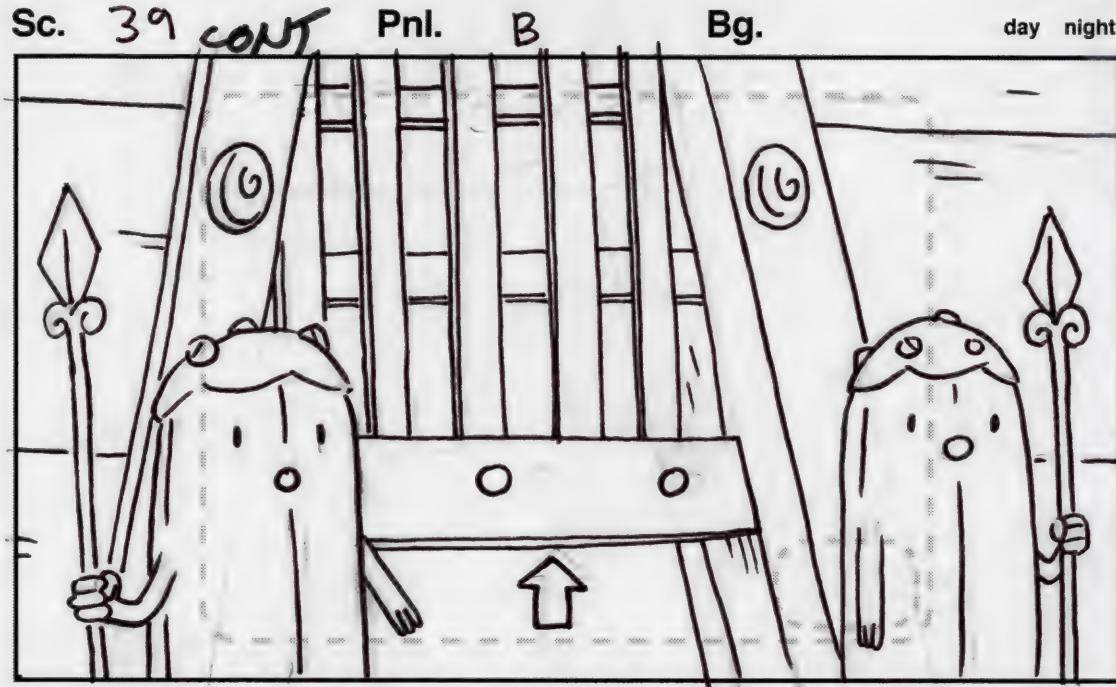
1034/233

ADVENTURE TIME



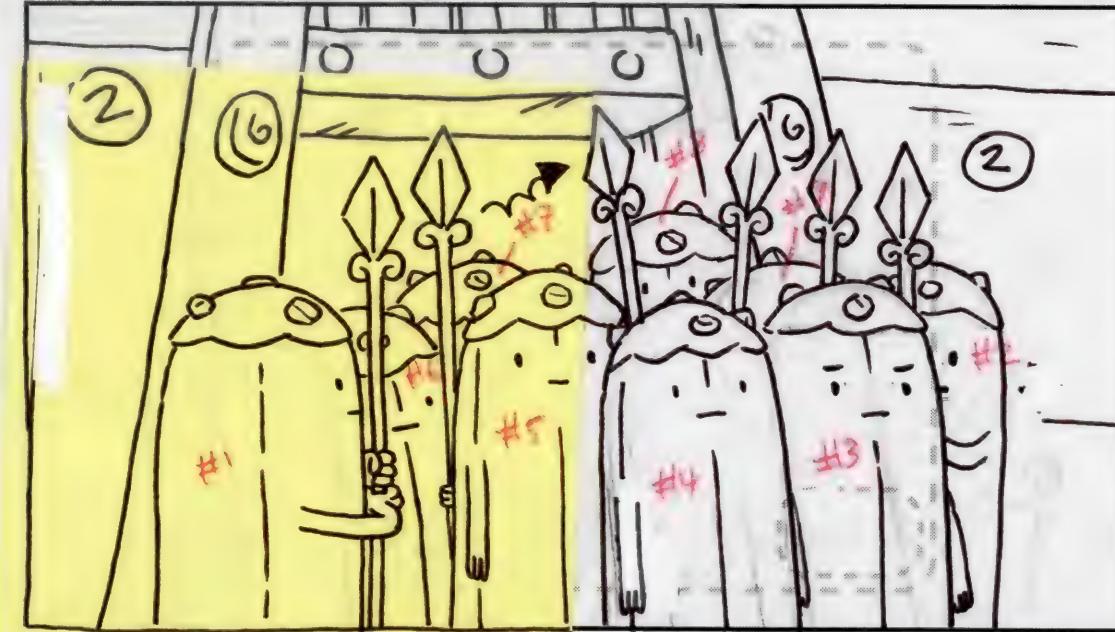
Sc. 39 cont Pnl. B Bg.

day night



Sc. 39 cont Pnl. C Bg.

Page 56
56ANET
day night



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EPISODE #

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Dialog: SFX: ≡ "TOOP TOOTLE OOT TOOT ≡
(BAD TRUMPET)

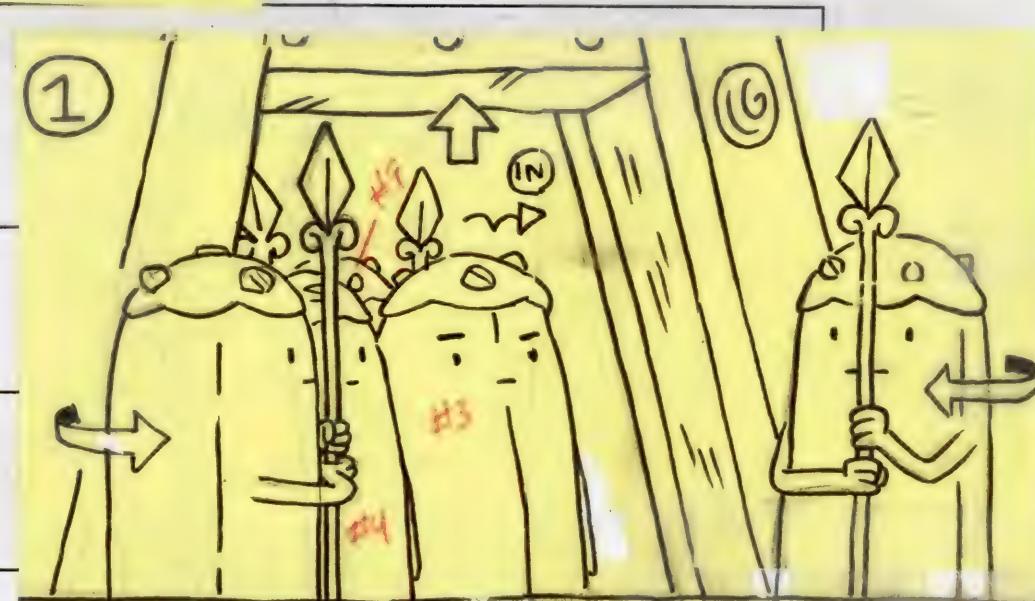
SFX: MARCHING

SEP 10 2015

Action:
- GATE STARTS TO RAISE.

- BG'S MARCH OUT VERY RIGIDLY.
- TWO BG'S AT GATE STAND AT ATTENTION.

Timing:



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ADVENTURE TIME



Sc. 39 cont

Pnl. D

Bg.

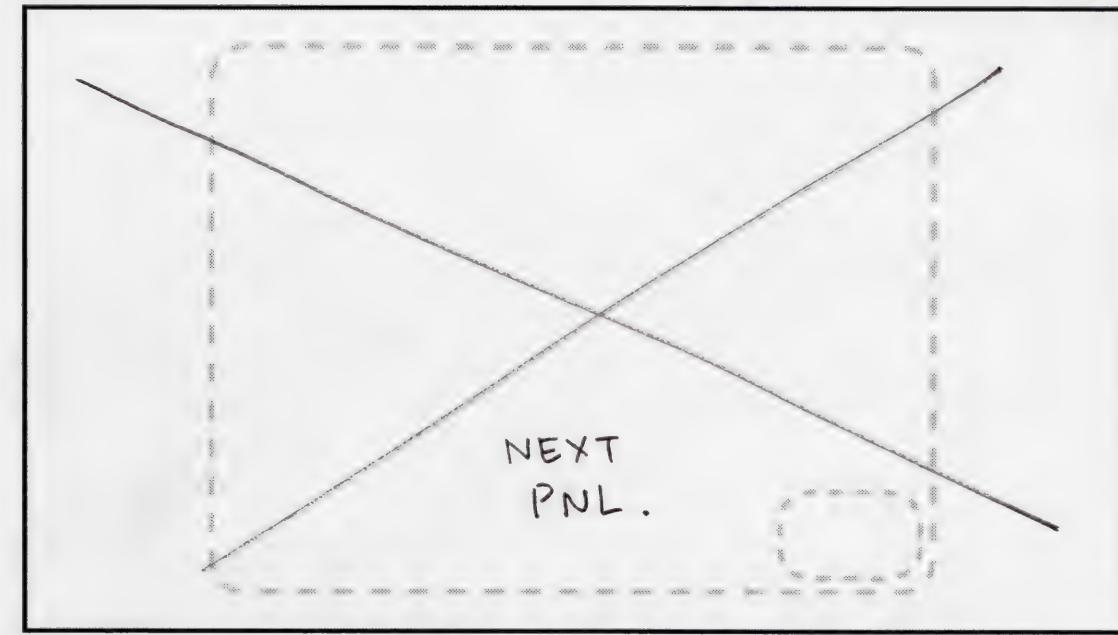
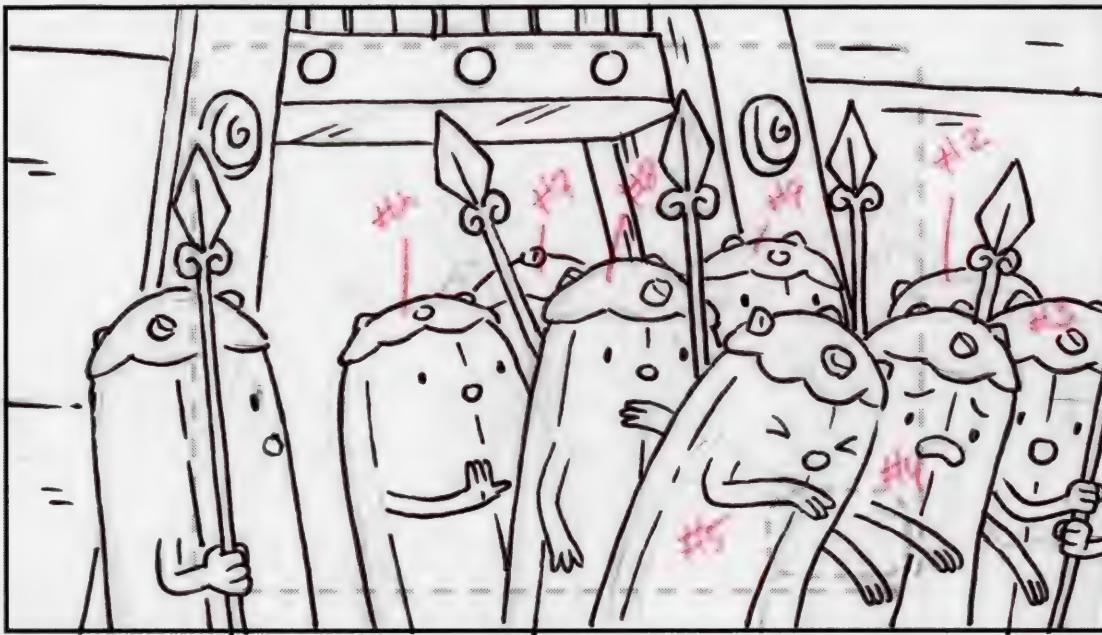
day night

Sc.

Pnl.

Bg.

Page 56A.
day night
57 next



Dialog: B. GUARDS "OOP" "WOAH"

Action: - ONE OF THE BG'S TRIP,
OTHERS FAULTER + WOBBLE.

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Timing:

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ADVENTURE TIME



Sc. 40

Pnl. A

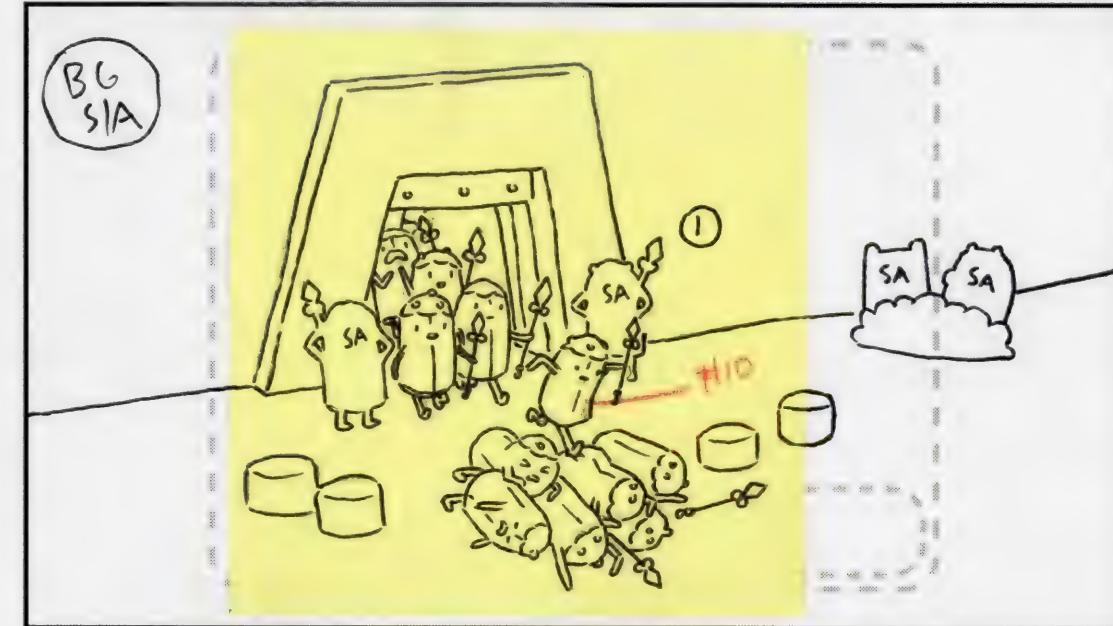
Bg.

day night



Sc. 40 cont Pnl. B

Bg.

Page 57
57 NEXT
day night

Dialog:

B. GUARDS: "OOF" → "WOOPS" → "OH GLOB" →

Action:

- B. GUARDS FALL OVER EACH OTHER.

Timing:



- ONE B. GUARD SLIPS ON ANOTHER.
- MORE B. GUARDS COME OUT OF GATE.

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Production:

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ADVENTURE TIME



Sc. 40 *CONT* Pnl. C

Bg.

day night



Sc. 40 *CONT* Pnl. D

Bg.

Page 57A
day night
58 *NEXT*



Dialog:

B. GUARDS: (WALLA) "OOF" ~~~ "AH" →

Action:

- B. GUARDS CONTINUE FALLING OVER EACH OTHER.

SEP 10 2015

Timing:

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ADVENTURE TIME

Page 58

Sc. 41

Pnl. A

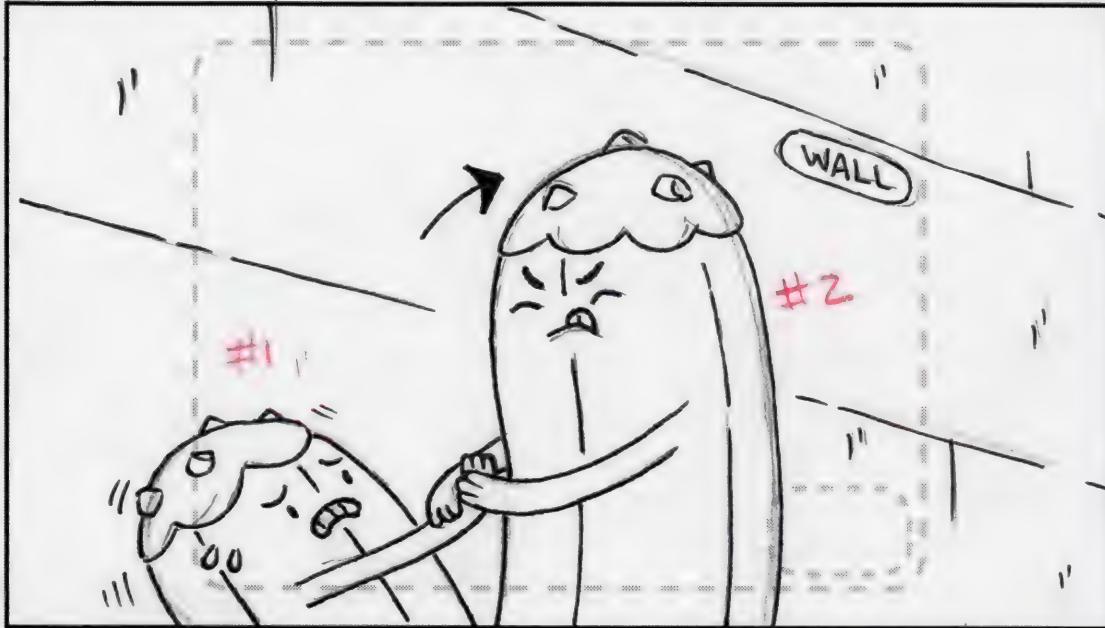
Bg.

day night

Sc. 41 cont Pnl. B

Bg.

day night



Dialog:

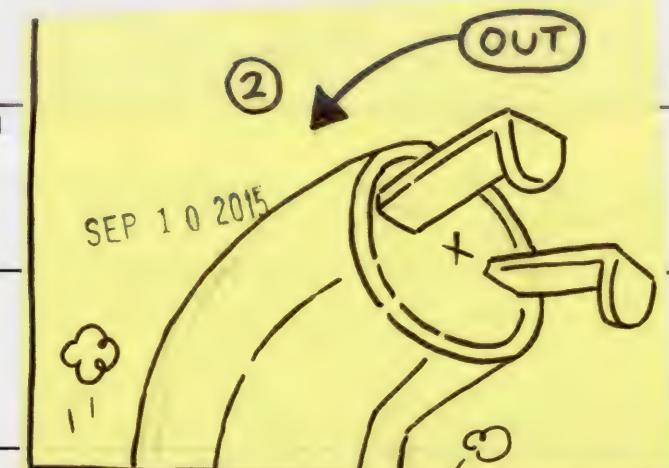
B. GUARDS : (O.S.) "OOF" "SORRY" ECT.B. GUARD 1 : [STRAIN]

Action: B. GUARD STRAINS TO PULL ANOTHER B.G. OF THE GROUND.

Timing:

B. GUARD 1 : ~ OOF

- THEY BOTH FALL O.S.

- ANIMATE THROUGH POSE
① FAST

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ADVENTURE TIME



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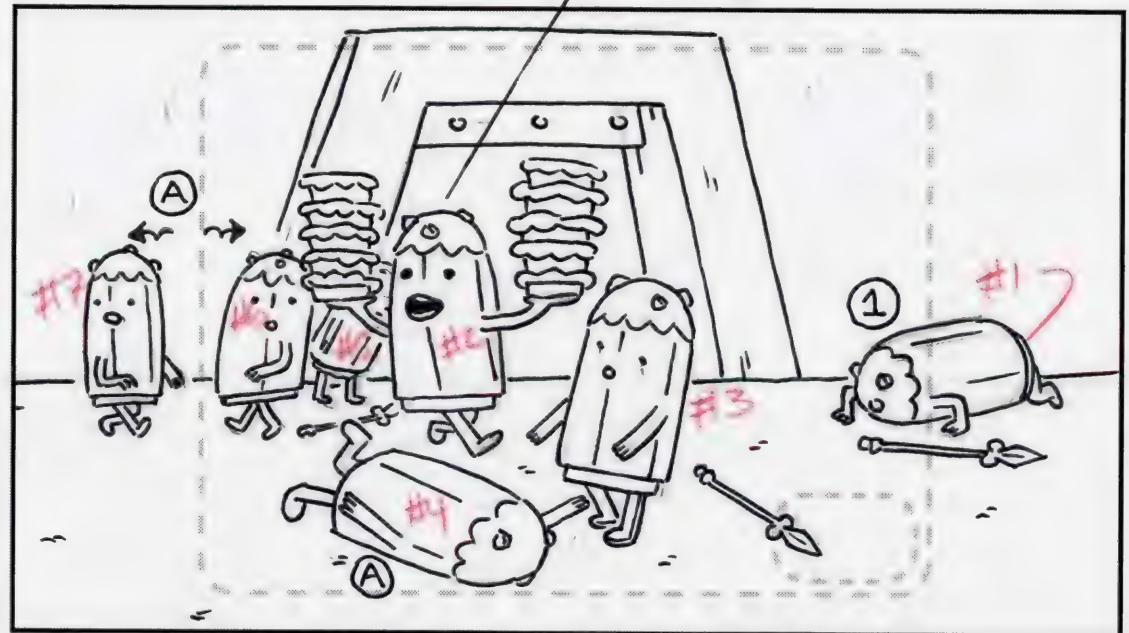
Sc. 42

Pnl. A

BG #2

Bg.

day night

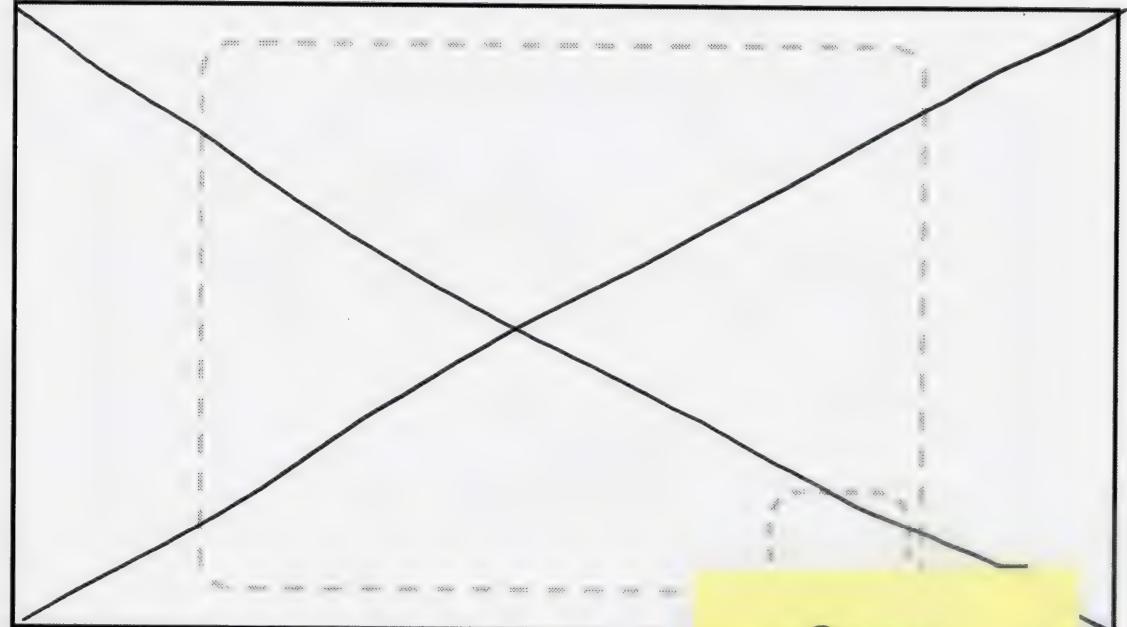


Sc.

Pnl.

Bg.

day night

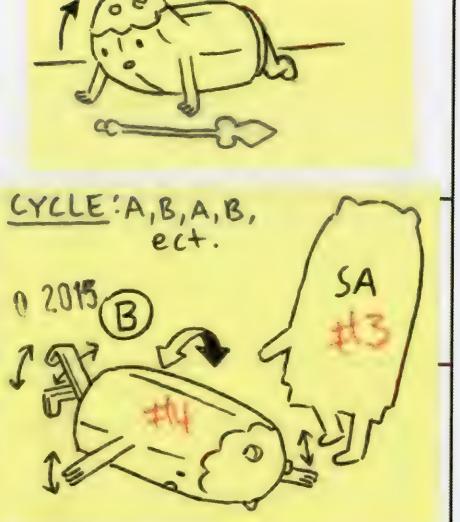
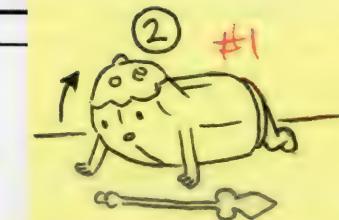
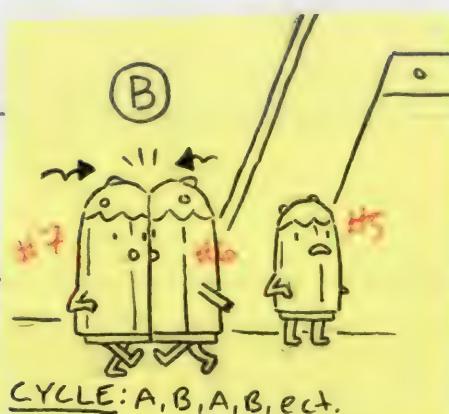


Dialog: B. GUARDS: (OVER LAPPING) "I'LL HELP YOU." "WHOOPS!" "SORRY."

BG #2: TEN WHIP CREAM PIIIIIIIES!

Action:
- B.G.'S BUMPING AROUND LIKE A SOFT 3 STOOGES ROUTINE.

Timing:



Production:

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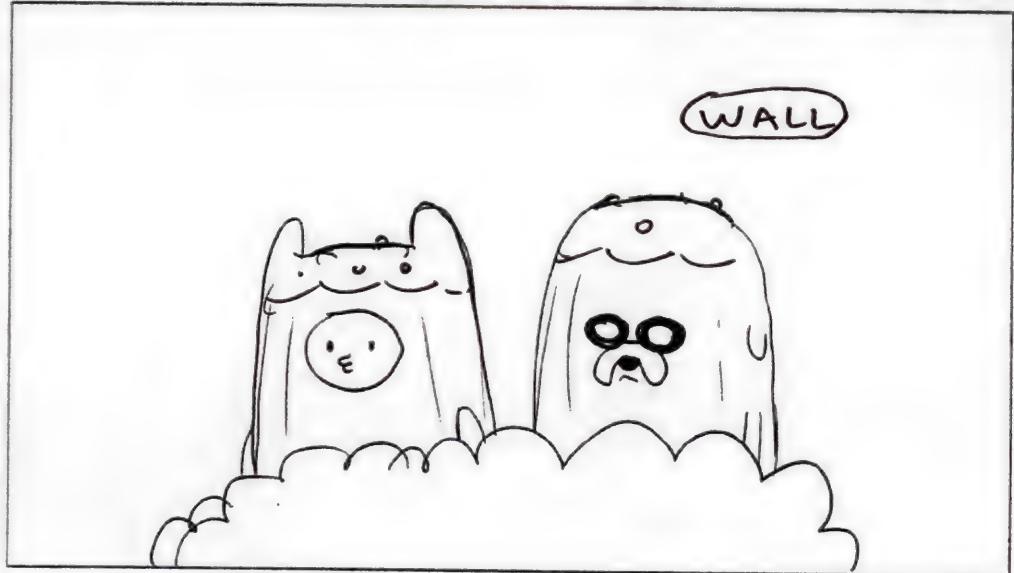
Sc. 43

Pnl. A

Bg.



day night

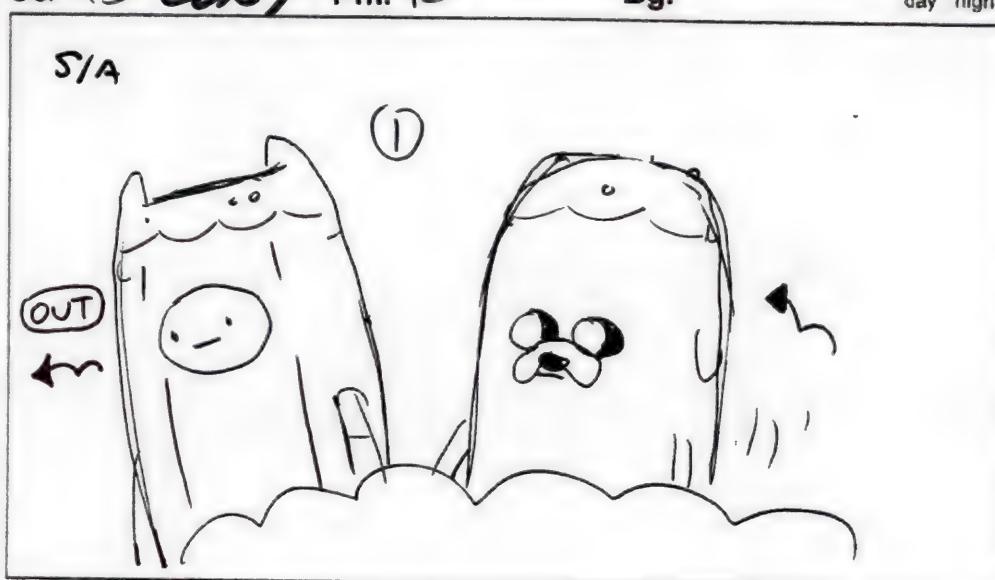


Sc. 43 cont Pnl. B

Bg.

Page 60

day night



Dialog:

B.GUAROS: (S.S.) SINGING IS CHAOTIC
AND OUT OF ORDER. (SOUNDS LIKE THEY'RE HAVING FUN)

BG #2: (SLIPPING) WHOOOA !!!

Action:

- F + J Watch on

- F + J get up from behind
bush + move out

Timing:



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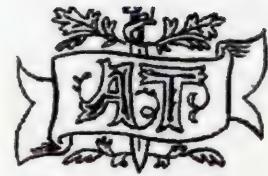
ADVENTURE TIME

Sc. 44

SMASHED PIES

Pnl. A

Bg.



day night

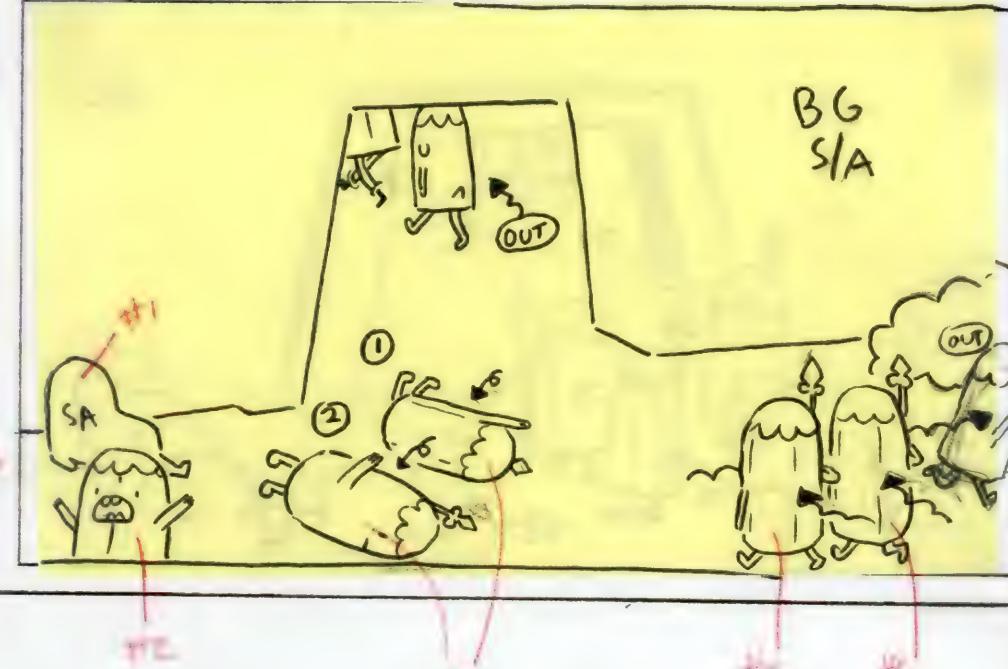
NO SC'S
45-47

Page 61
NO PGS 62-68
day night



Sc. 44 cont Pnl. B

Bg.

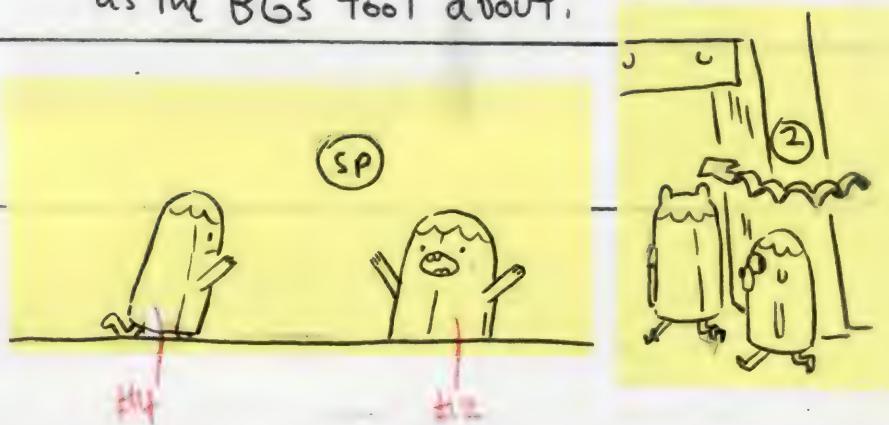


Dialog:

Action:

- F + J walk in nonchalantly
as the BGs fool about.

Timing:



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ADVENTURE TIME

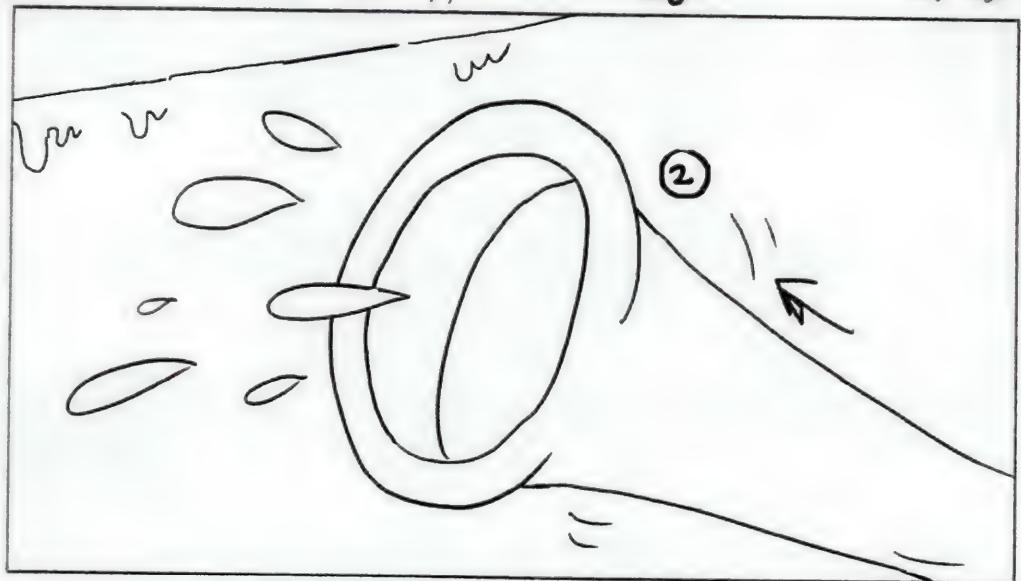


Sc. 48

Pnl. A

Bg.

day night



Sc. 48 cont

Pnl. B

Bg.

Page 69
69
CARTOON
STOP



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Dialog:

SIX: "BBTFFTPTPTBB!"

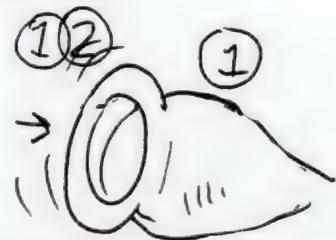
①② ①②①②

Action:

HORN SPITS +
UNGULATES

Timing:

w/BAD:



SFX: "BBBBBBBBBB"

- BG TREMBLES AS HE HOLDS HIS ONE BAD NOTE
- TRUCK OUT FROM BELL.

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Production:

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ADVENTURE TIME



Sc. 48

cont

Pnl. C

Bg.

day night

Sc.

Page

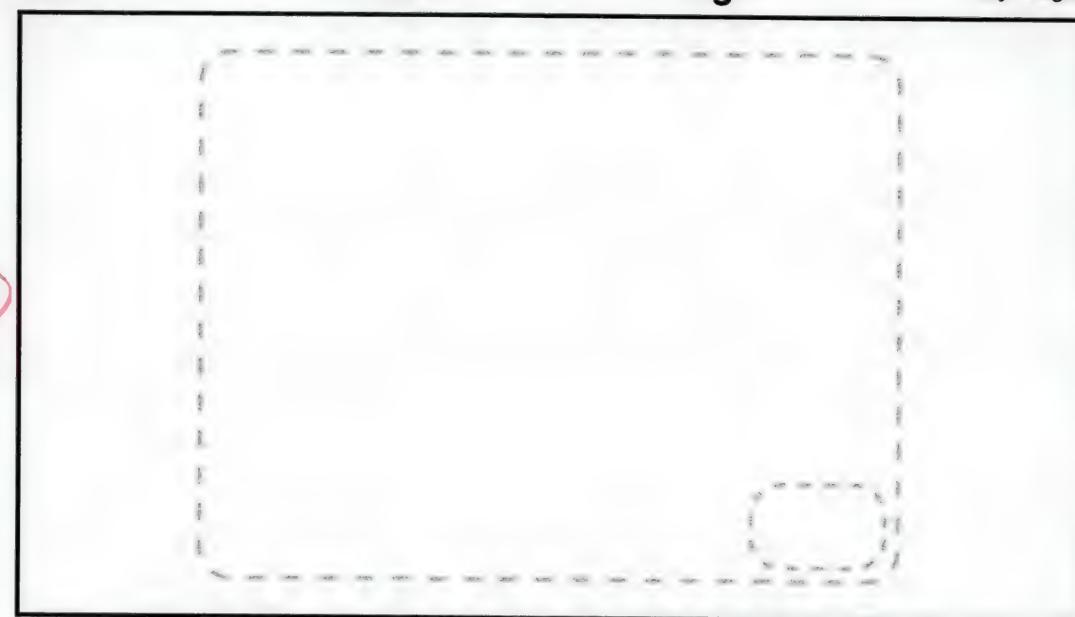
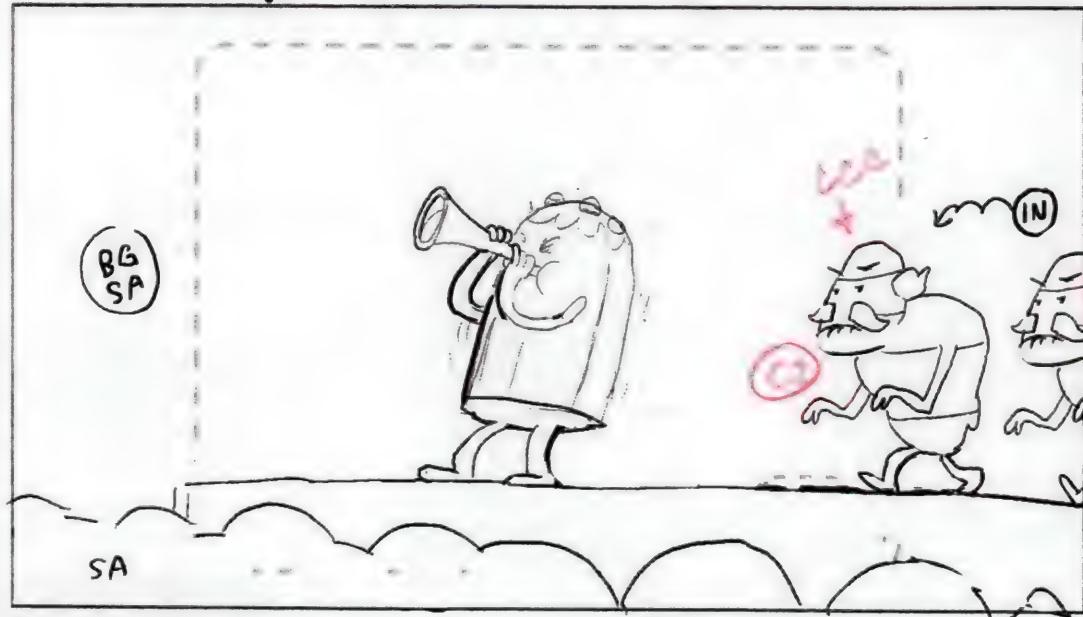
69A

TUNED

day night

Pnl.

Bg.



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EPISODE #

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Dialog:

SEP 10 2015

Action:

Timing:

Production:

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ADVENTURE TIME

Sc. 48 cont Pnl.

D Bg.



day night

Sc. 48

cont Pnl.

E Bg.

Page 70
N O P G 71
day night



Dialog:

COLONEL CANDY CORN "THAT'S ~ ENOUGH,
① ②
BANANA GUARD #12"

Action:
CCC walks up +
pushes BG down + behind

Timing:

Dialog:

CCC "OKAY EVERYONE! TIME
FOR MORNING
CALISTHENICS!" ②

ccc slaps hand together,
BG lays on platform still. chillin.'

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ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Page 72

Dialog: (ECC) Jump! Roll! Curl!

Action: -ccc eggs them on w/ just hands
CYCLE

Timing: (A)(A)

(A1)

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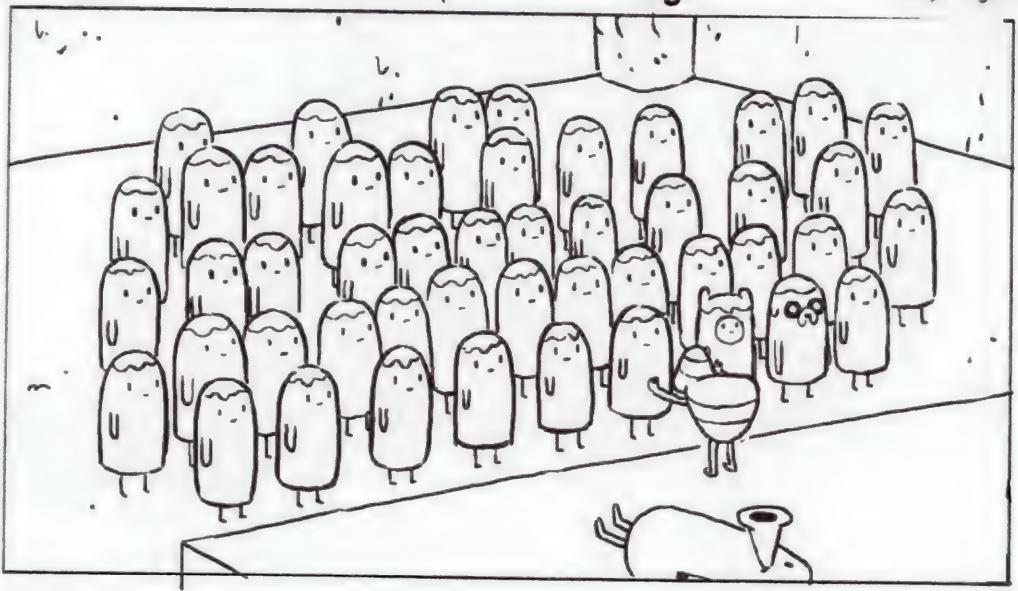


Sc. 51

Pnl. A

Bg.

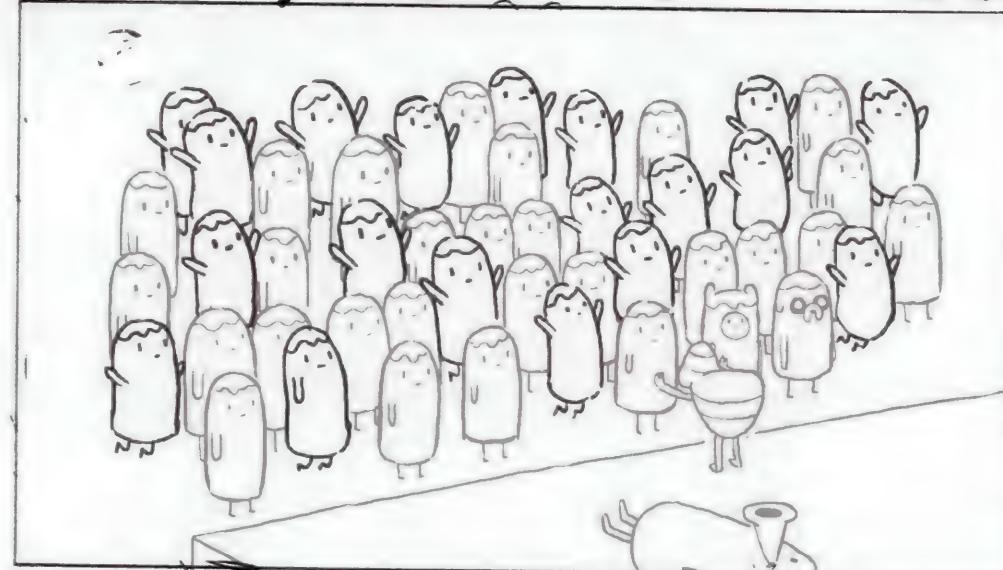
day night



Sc. 51 cont Pnl. B

Bg.

day night



Page 73

Dialog:

(ccc) "HAHA GOOD YES"

Action:

(A)

- BGS ARE JUMPING RANDOMLY OUT
OF SYNC, NOT IN UNISON, ETC

Timing:

CYCLE
(A) (A)

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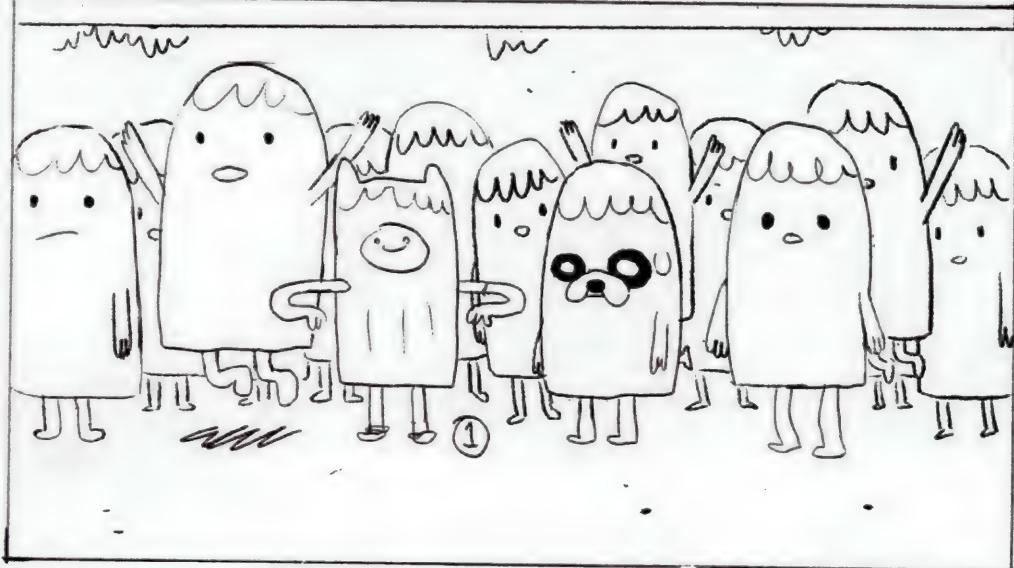


Sc. 52

Pnl. A

Bg.

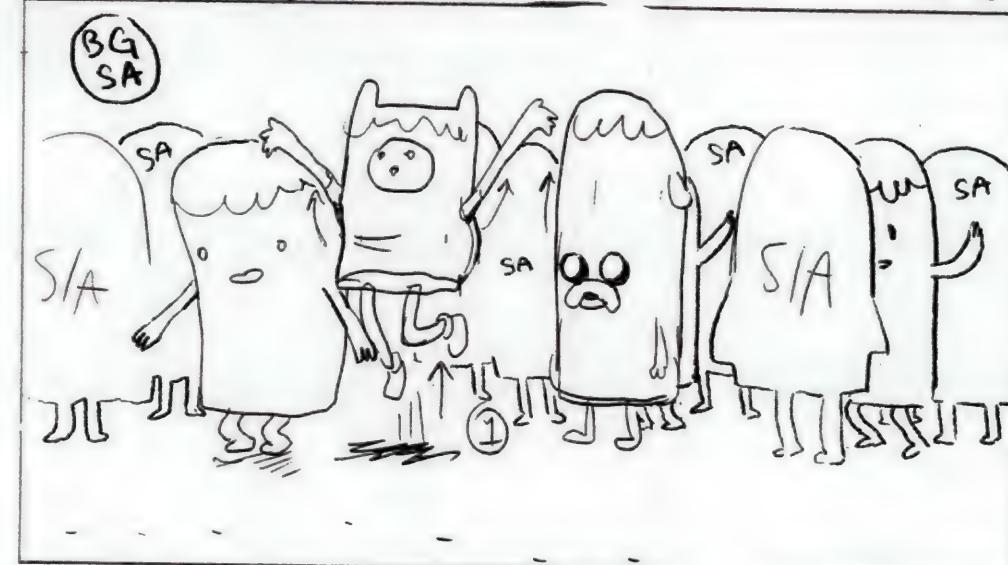
day night



Sc. 52 cont Pnl. B

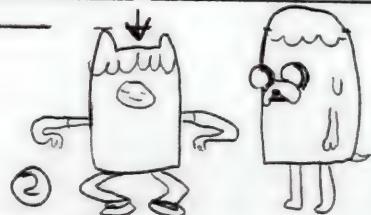
Bg.

day night

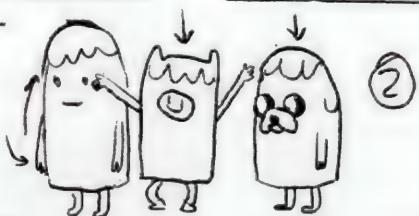


Dialog:

BGS: *RANDOM SMALL
GRUNTS*



(F) "WOO!"



Action:

FINN READIES THEN BENDS DOWN
JAKE WATCHES

- FINN JUMPS UP, ARMS UP.
- JAKE STRETCHES HIS HEAD UP ACTIN'
LIKE HE JUMPED TOO

Timing:

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Production :

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day night

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ADVENTURE TIME



Page 75

Sc. 53

Pnl. A

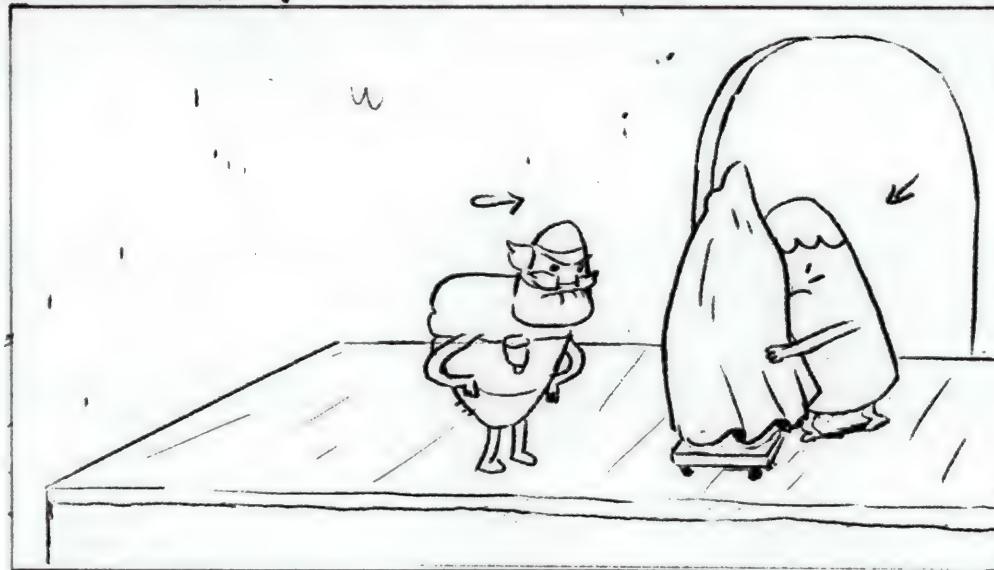
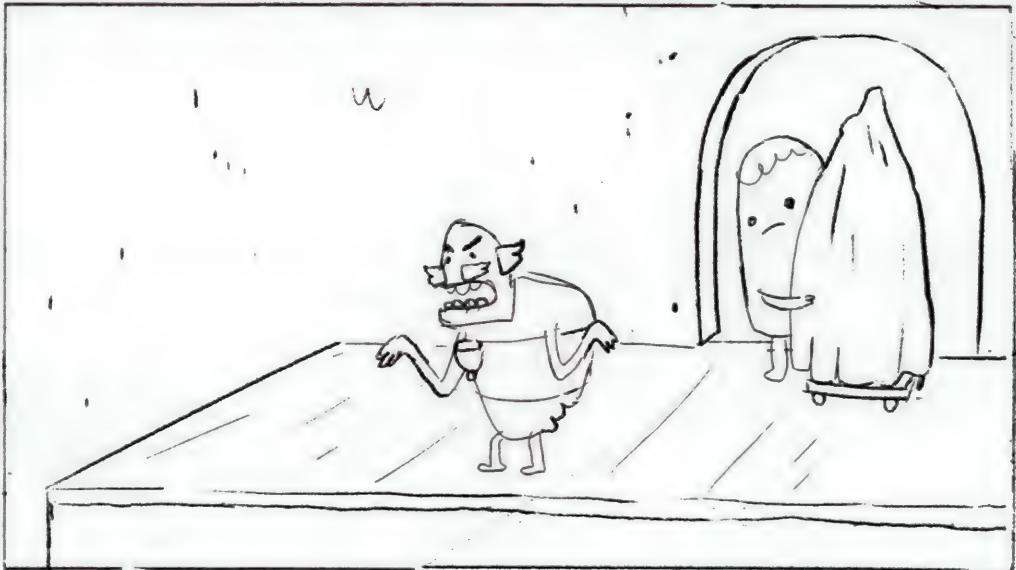
Bg.

day night

Sc. 53 *CONT* Pnl. B

Bg.

day night



Dialog:

(CCC) ALL RIGHT NOW, THAT'S ENOUGH.
IT'S TIME FOR DAILY WORSHIP,

SFX:

* SCRAPING *

Action:

- CCC HAND DISMISSES ALL JUMPING

- BG PUSHES DRAPED STATUE
UP FRONT

Timing:

SEP 10 2015

Production :

ADVENTURE TIME

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Sc. 53 ~~CONT~~ Pnl. C

Bg.

day night



Sc. 53 A

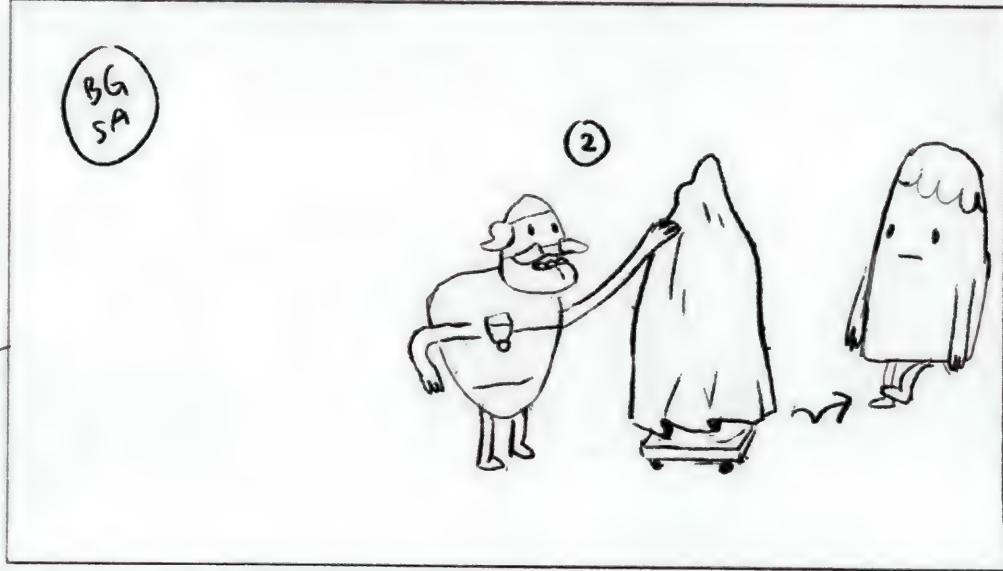
Pnl.

A

Bg.

Page 70

day night



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Dialog:

CCC: GAZE UPON THE
DIVINE and terrible COUNTENANCE -- SFX: *WHOOSH*

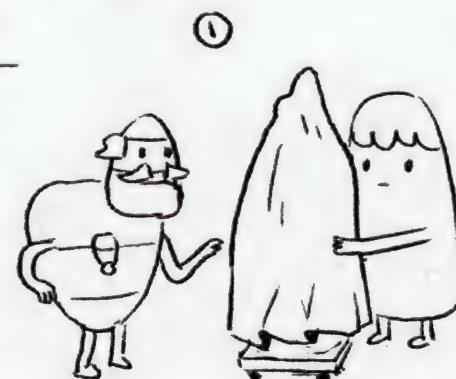
Action:

- CCC REACHES UP TO CLOTH.
- BG STEPS BACK

- CCC WHIPS IT OFF, THE DRAPE!

(SP) AD

Timing:



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ADVENTURE TIME



Sc. 53A *cont* Pnl.

B

Bg.

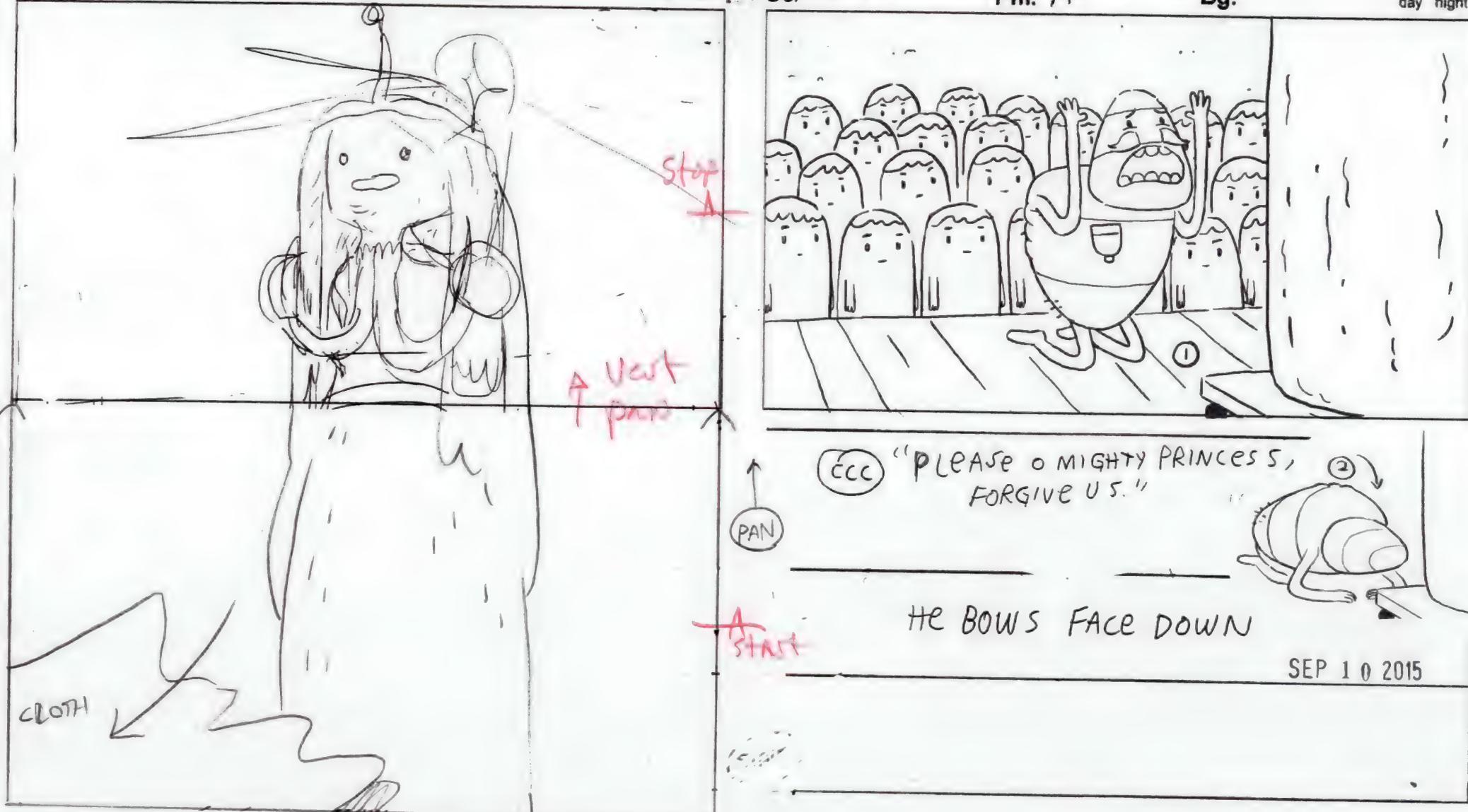
day night

Sc. 54

Pnl. A

Bg.

Page 77
day night



B.GUARDS: 00000. - PAN UP STATUE OF PB.

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Production

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ADVENTURE TIME



PAN →

Page 78

Sc. 55

Pnl. A

Bg.

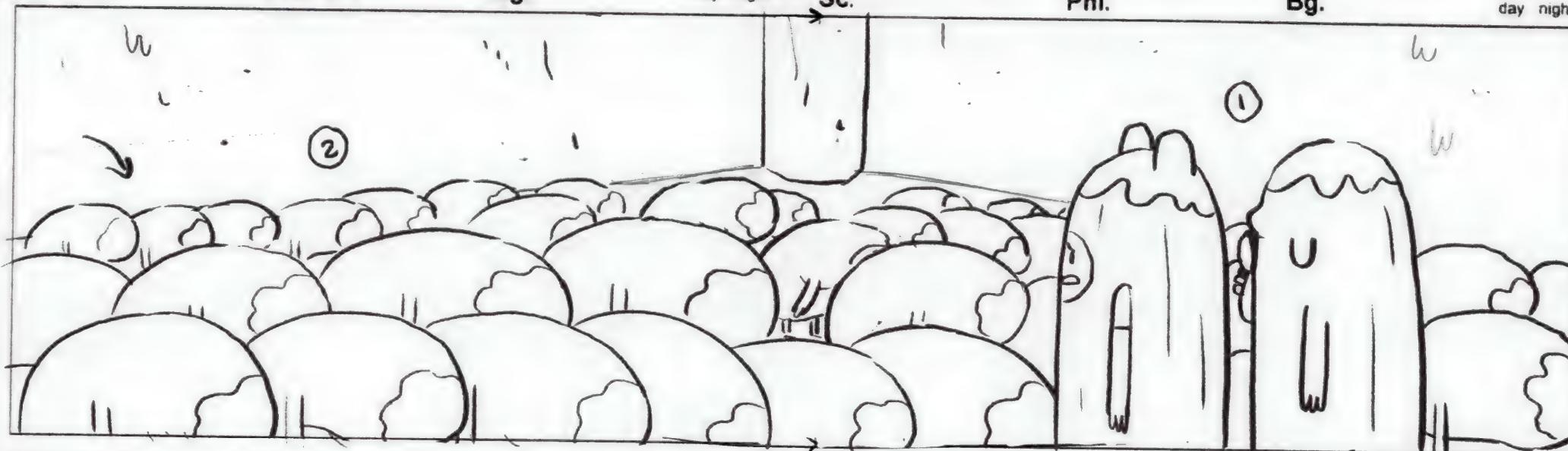
day night

Sc.

Pnl.

Bg.

day night



START

EPISODE #

STOP

Dialog:

BGS: (OUT OF ORDER,
NOT A CHANT.)

-FORGIVE US, FORGIVE US,
FORGIVE US."

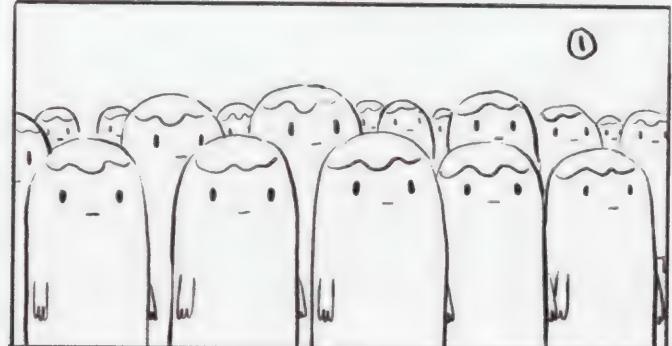
Action:

- B. GUARDS
ALL AT ONCE. BOW,

- "BE MERCIFUL"
- "I'M SORRY"

PAN TO F+J LOOKING BACK
THEN SHARING A LOOK

Timing:



SEP 10 2015

Prod'

ADVENTURE TIME



Page 79

Sc. Pnl. Bg. day night

Sc. 55 cont Pnl. B Bg. day night

Dialog:

Action: BGS : (APOLOGY WALLA) →
- FINN SHRUGS

Timing:

SEP 10 2015

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ADVENTURE TIME



Sc. 55 cont Pnl. C

Bg.

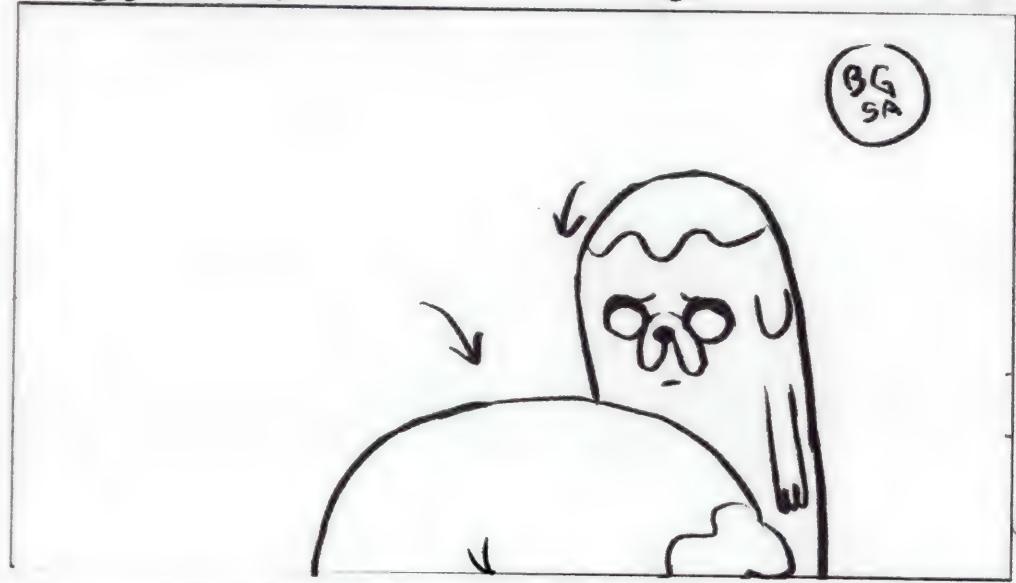
day night

Sc. 55 cont Pnl. D

Bg.

Page 80

day night



| | | |
|---------|---|--|
| Dialog: | <u>F:</u> (WHISPER) Sorry PB | Jake: (whispers): Yeah man, me too pubs |
| Action: | - BG SLIGHTLY LOOKS UP + FINN NOTICES - ADJ. LEFT. TO BG, | - FINN BOWS DOWN TOO! - ADJ. RIGHT TO F+J |
| Timing: | SEP 10 2015 | |

ADVENTURE TIME



Sc. 55 *cont* Pnl. E Bg. day night Sc. Pnl. Bg. day night Page 81

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Dialog:

Action:
— JAKE STRETCH BENDS
DOWN.

Timing:

SEP 10 2010

Production:

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ADVENTURE TIME



Sc. 55 cont Pnl.

Bg.

day night

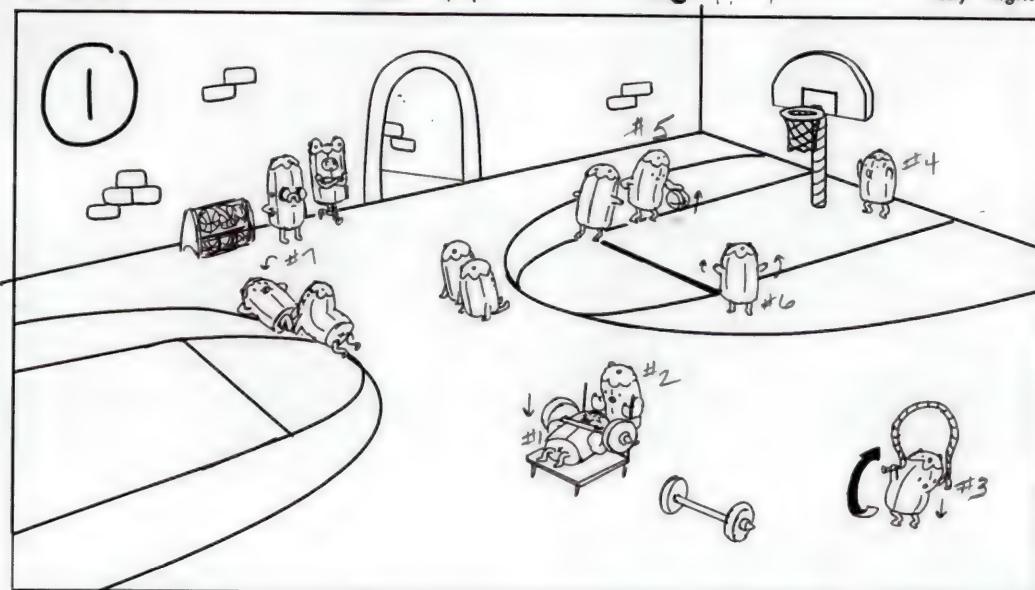
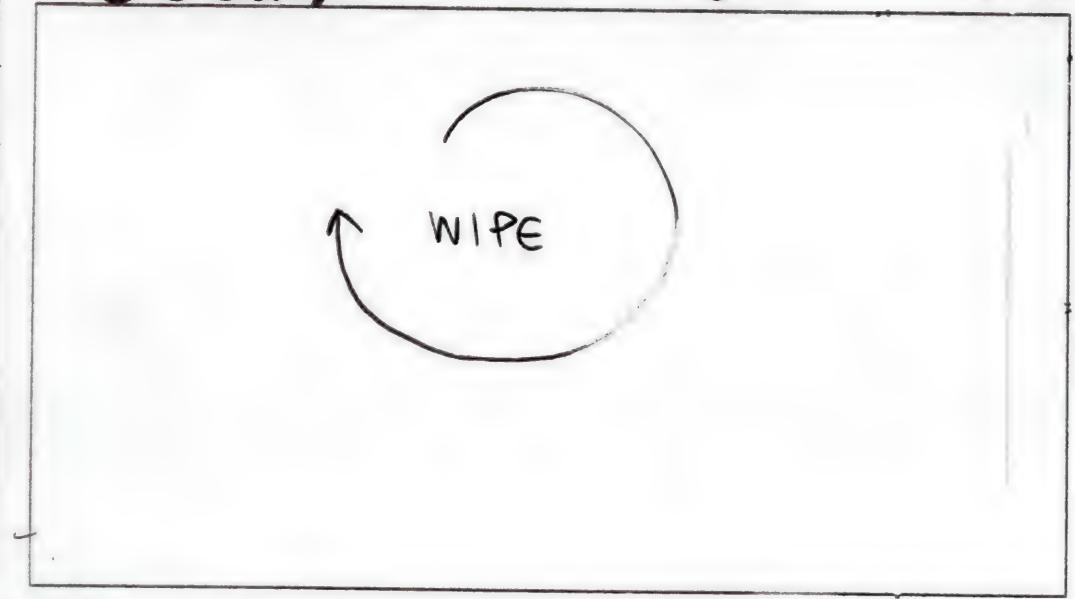
Sc. 56

Pnl. A

Page 82

Bg.

day night



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Dialog:

Action:

Timing:

- BG COMPOUND
COURTYARD

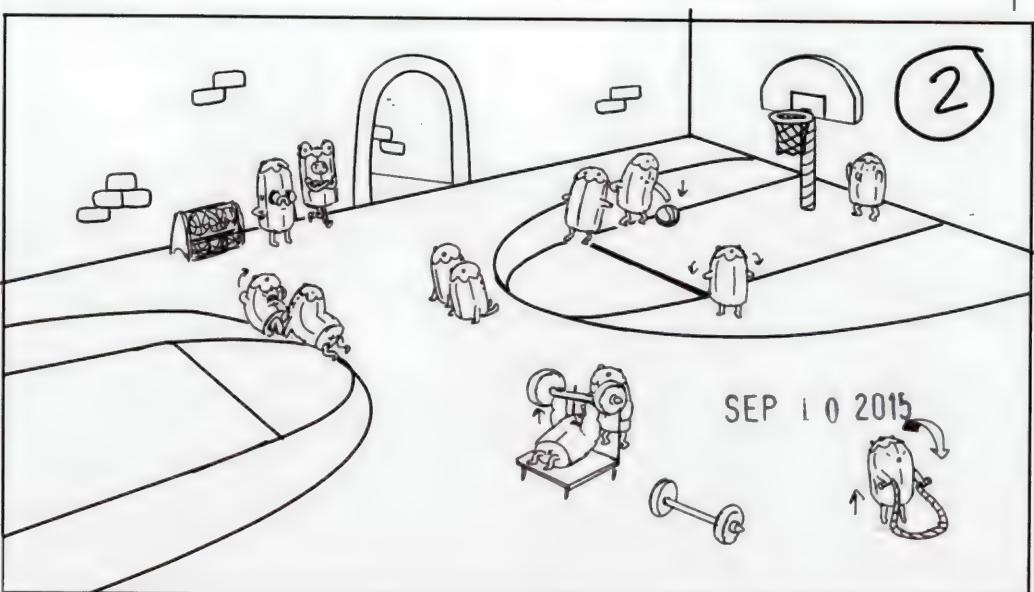
- BGS play basketball,
lift weights, jump
rope, do sit-ups

- CYCLE ① + ②

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Production:

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ADVENTURE TIME



Sc. S7

Pnl.

B

Bg.

day night

A

Bg.

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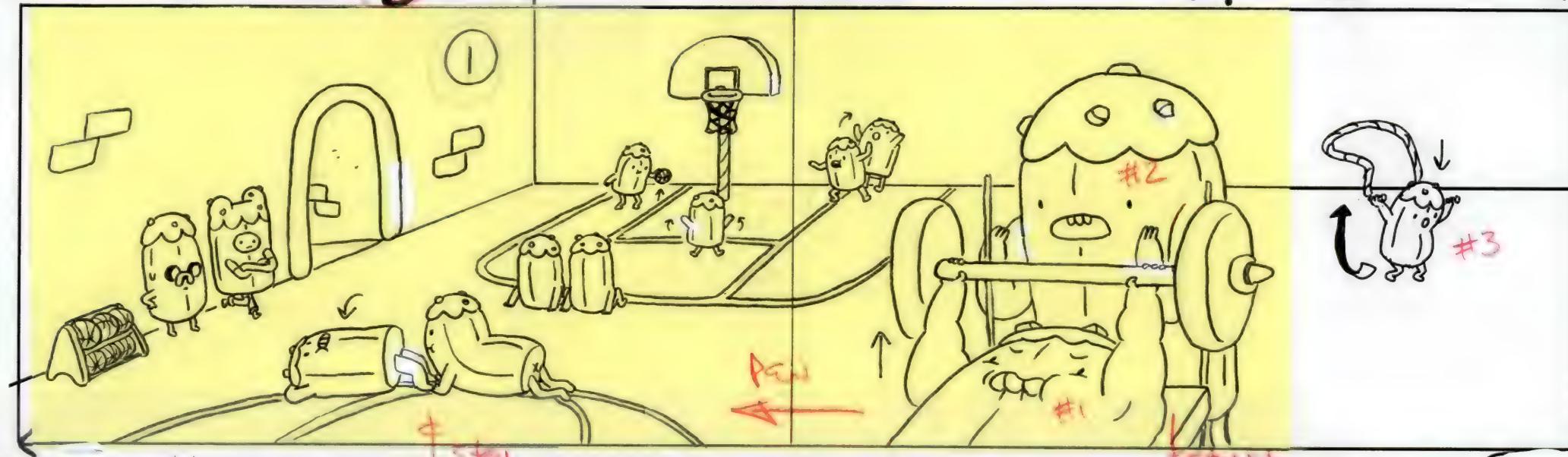
day night

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Dialog:

MUSCLES : C'MON BRO, JUST
BG #1 10 MORE REPPIES

Action: - PAN LEFT AS BGs
play B-ball, jump
rope, lift weights,
do crunches.

Timing:

- CYCLE ACTION
① + ②



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ADVENTURE TIME

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Sc. 58

Pnl. A

Bg.

day night

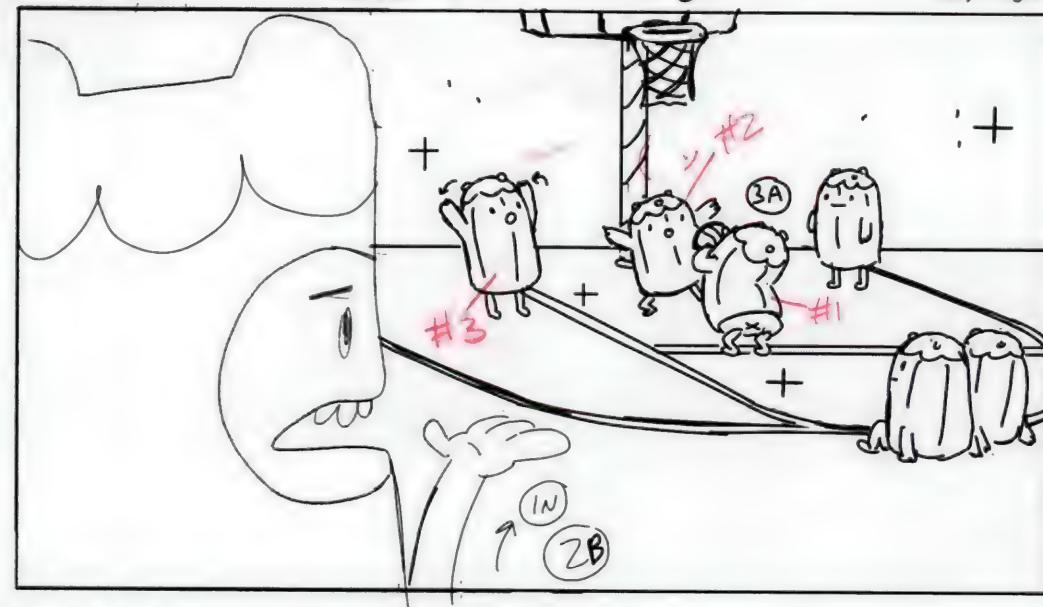
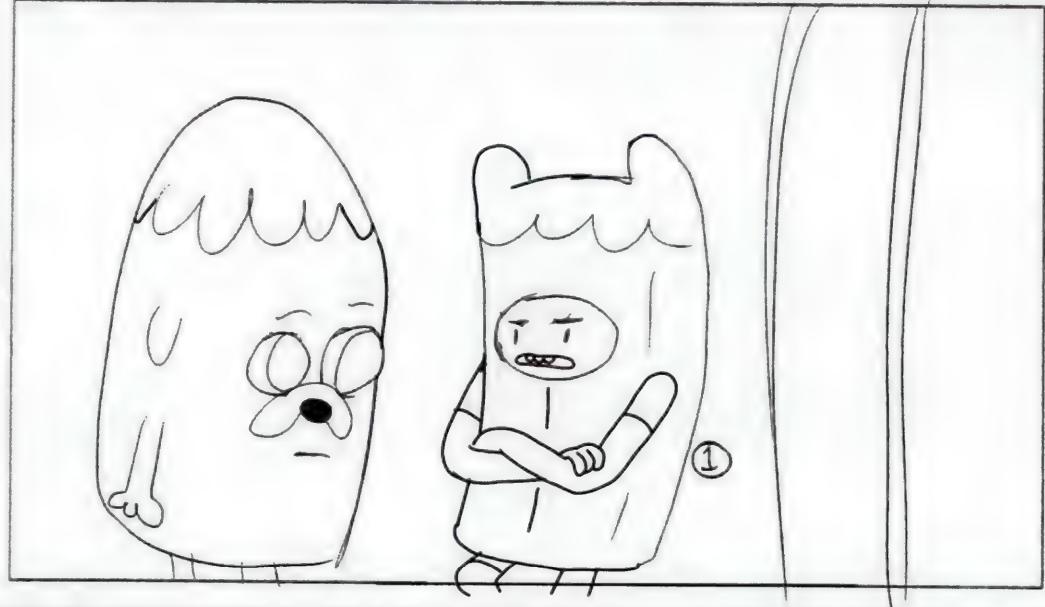
Sc. 59

Pnl. A

Bg.

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day night



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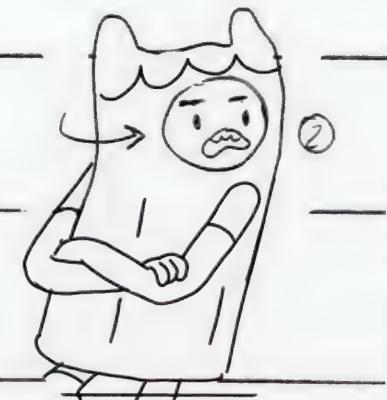
1034/233

Dialog:

F "HOW THE DONK ARE WE GONNA FIND OUT WHICH ONE OF THEM IS THE GRAFFITI FIEND?"

Action:

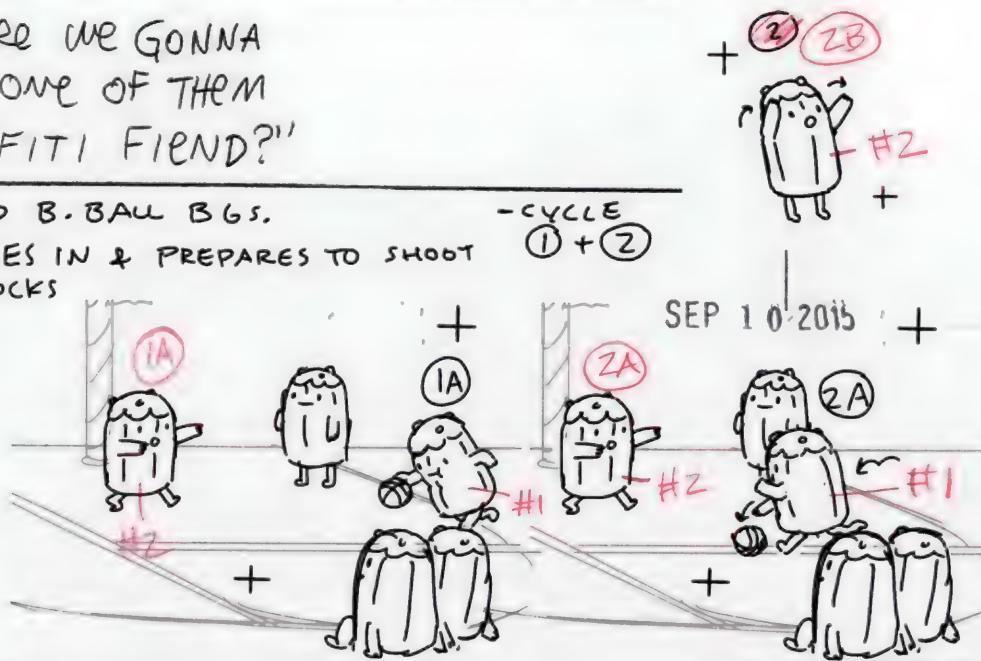
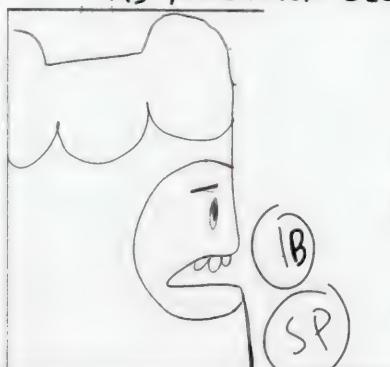
F TURNS TO LOOK 0/s



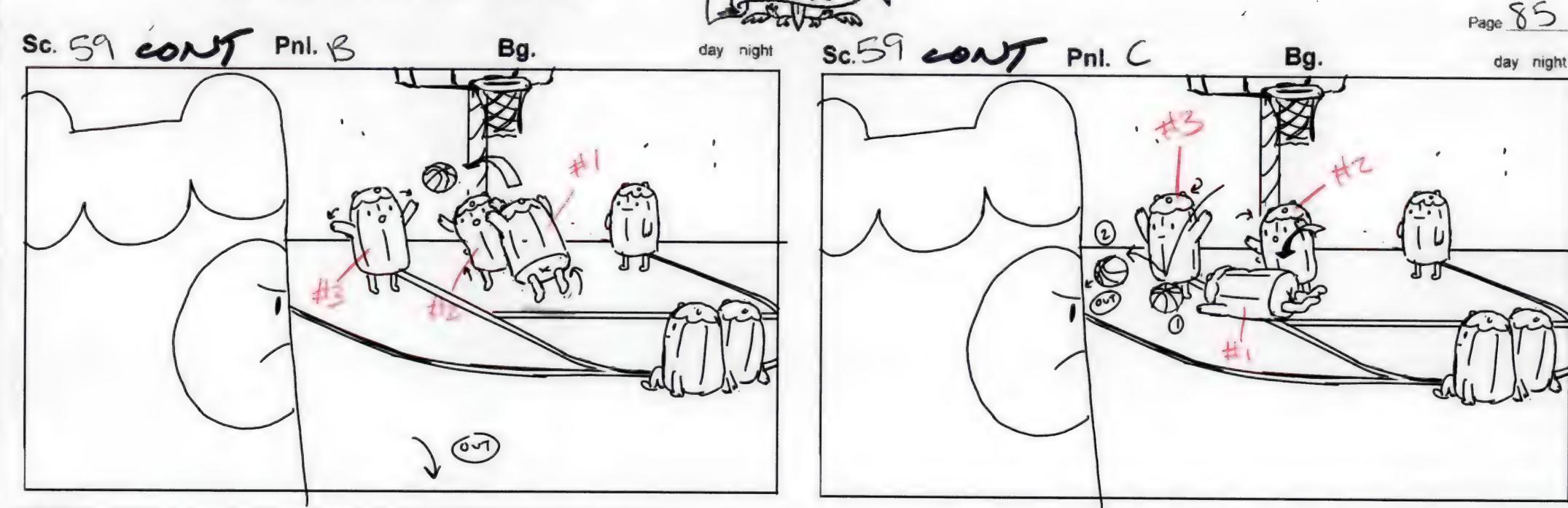
-F. GESTURES TO B. BALL BGs.
-ONE BG DRIBBLES IN & PREPARES TO SHOOT AS ANOTHER BLOCKS

-CYCLE
① + ②

Timing:



ADVENTURE TIME



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Dialog:

BG #1: "eHUh"

BG#1: "UNH"

Action:

- BG SHOOTS BALL BUT IT DOESNT GO FAR

- BG FALLS ON FACE,
BALL BOUNCES O/S

Timing:

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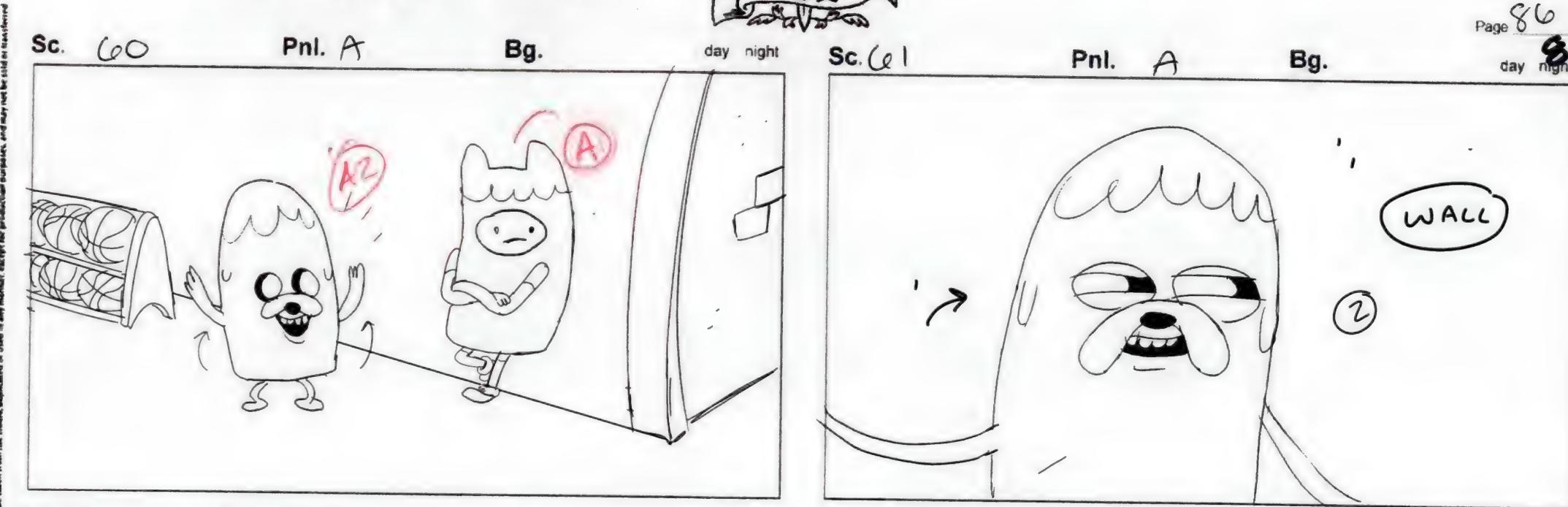
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ADVENTURE TIME

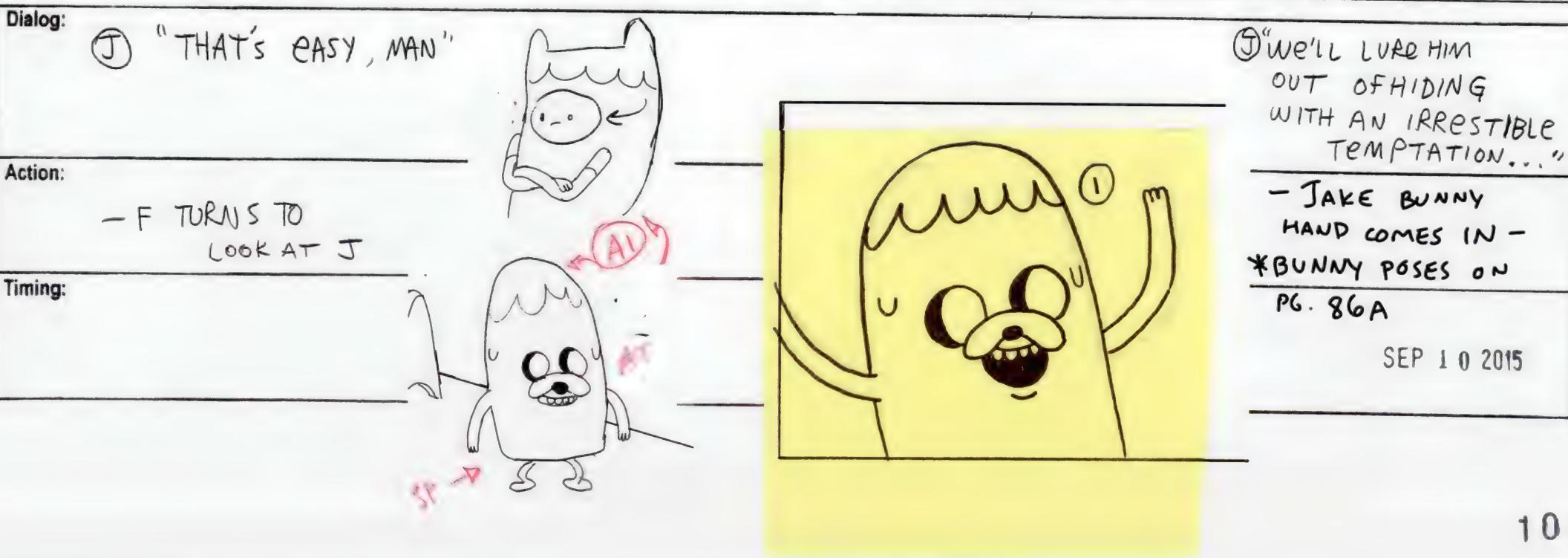


1034-233

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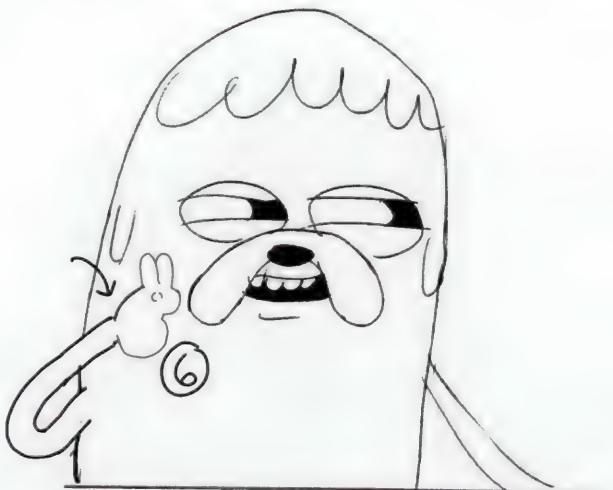
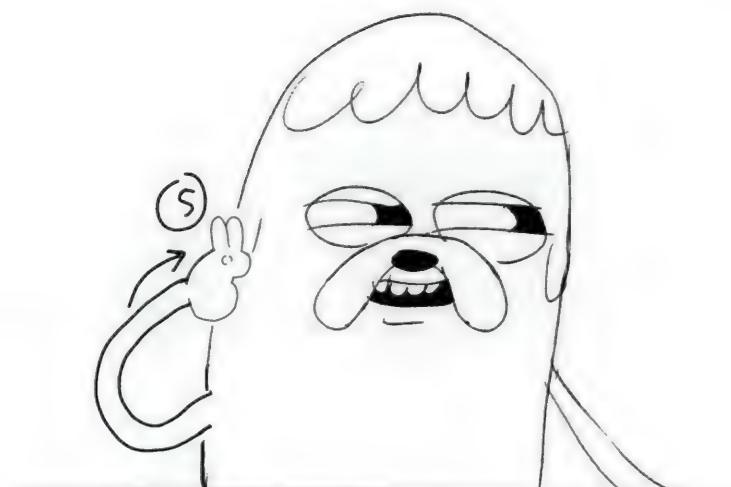
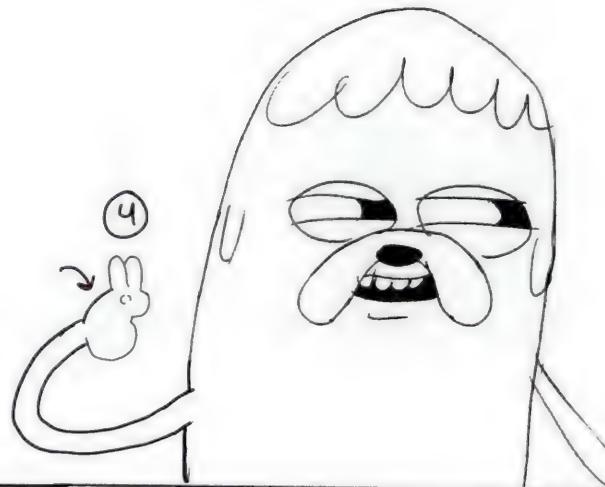
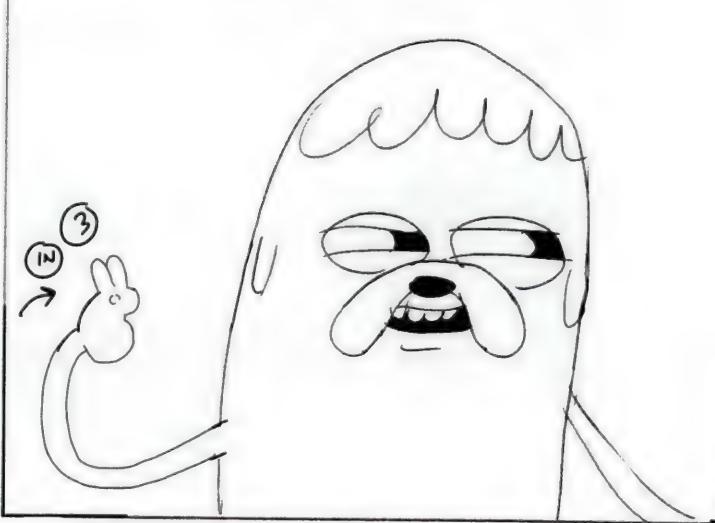
sc. 61 cont



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ADVENTURE TIME

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Sc. 61 cont

Pnl. B

Bg.

day night



Sc. 62

Pnl. A

Bg.

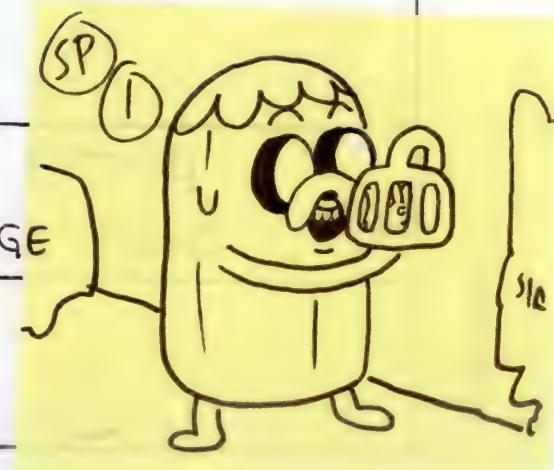
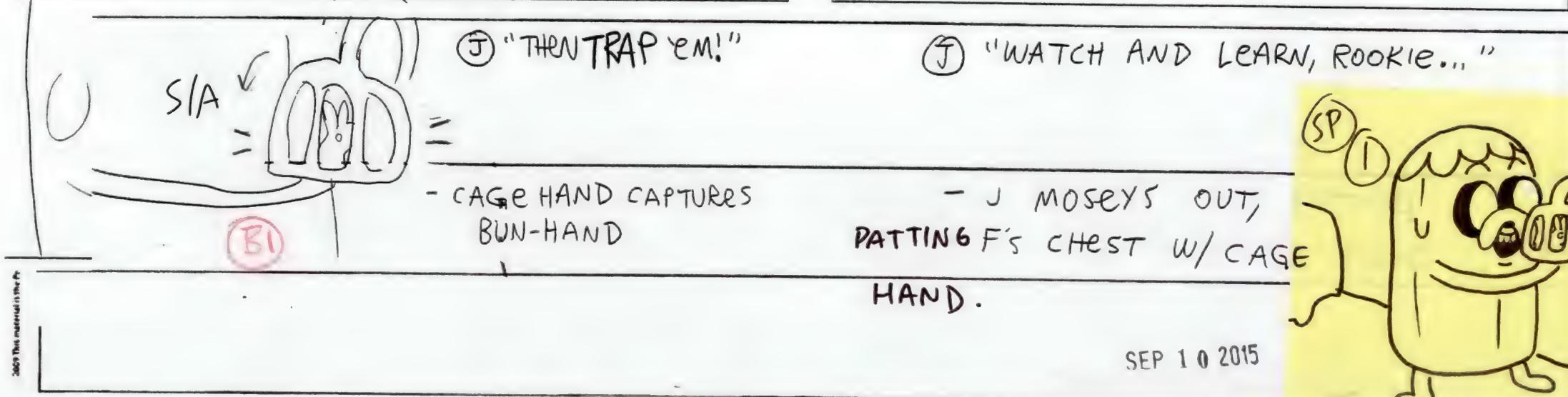
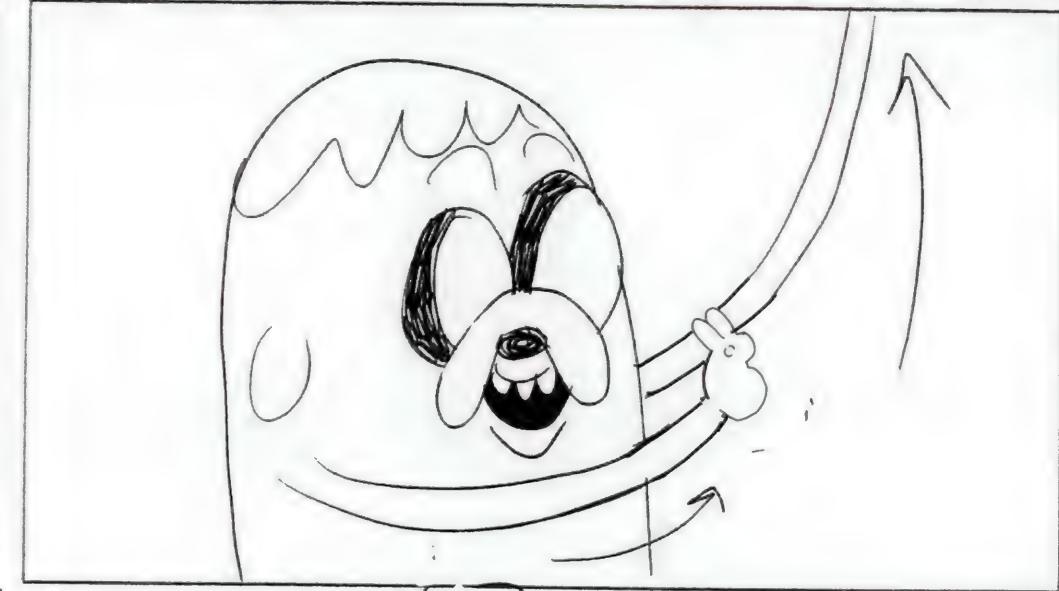
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day night

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ADVENTURE TIME

Sc. 62 cont Pnl. B

Bg.



day night

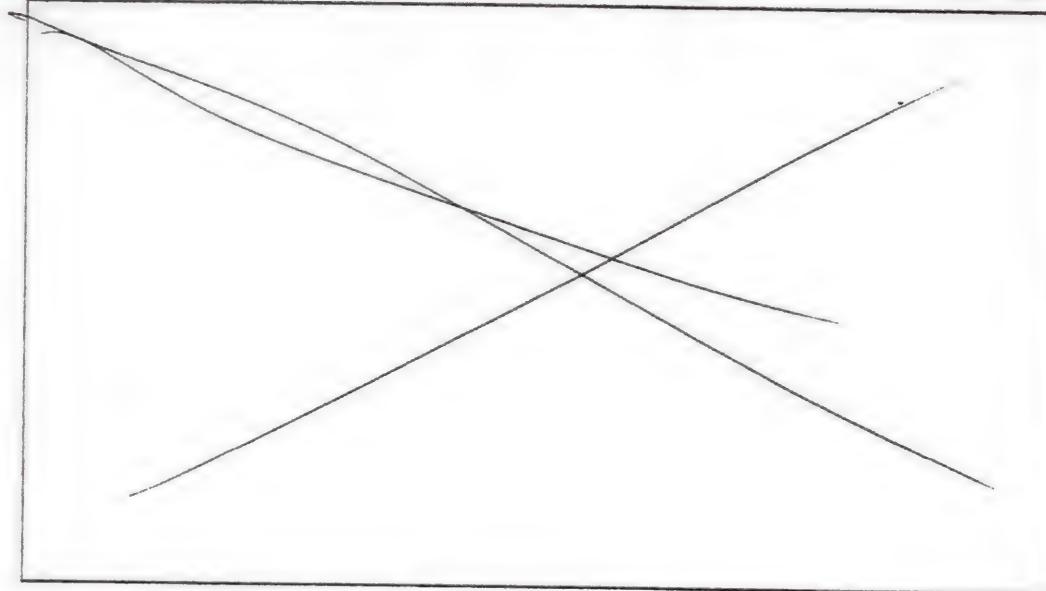
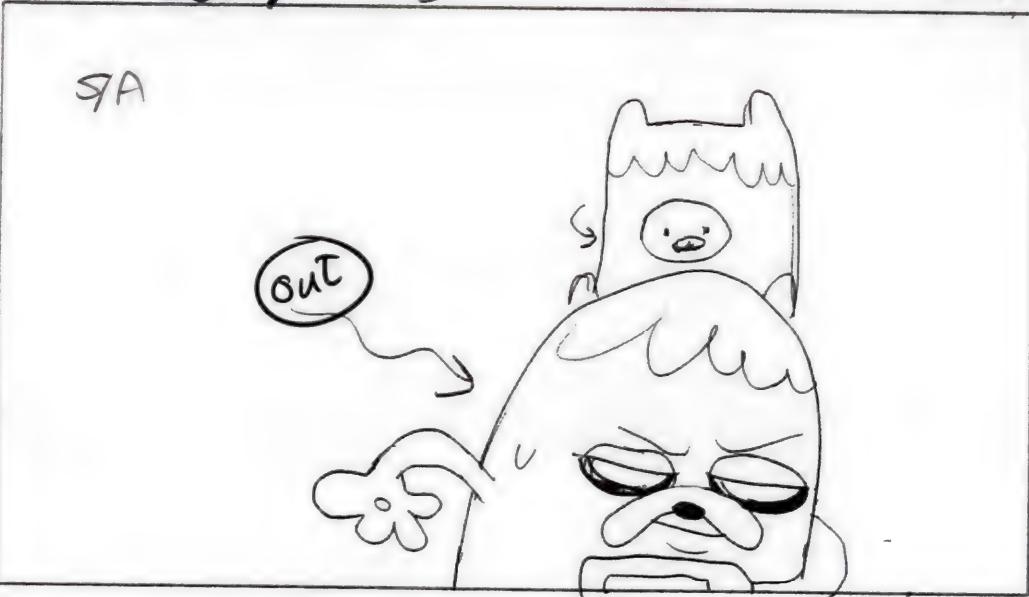
Sc.

Pnl.

Bg.

Page 88

day night



Dialog:
F (CHUMMY) YOU'RE A ROOKIE"

Action:

- JAKE MOSEYS OUT
- FINN WATCHES

Timing:

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ADVENTURE TIME

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Sc. 63

Pnl. A

Bg.

day night

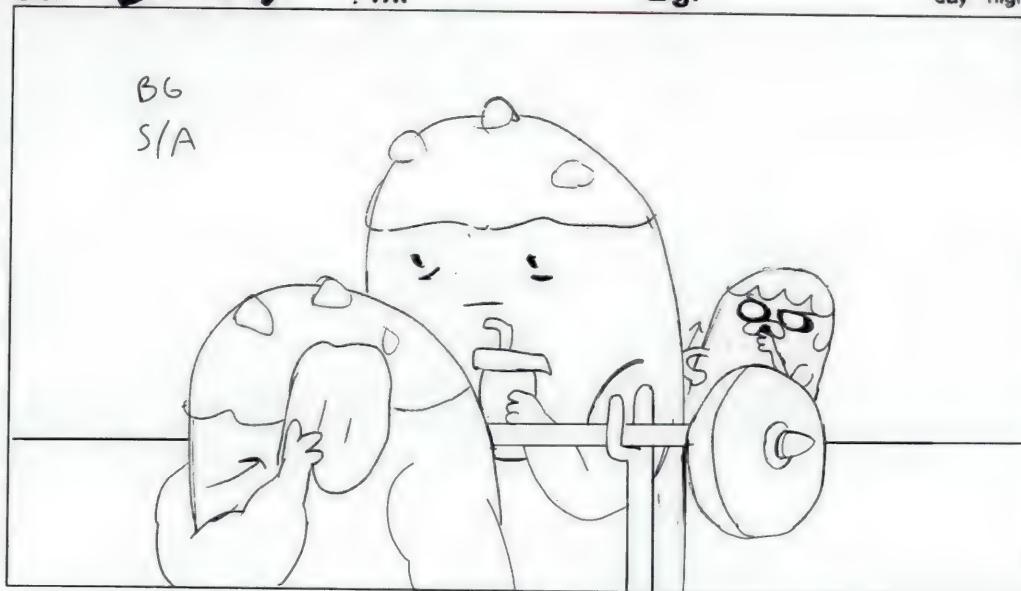
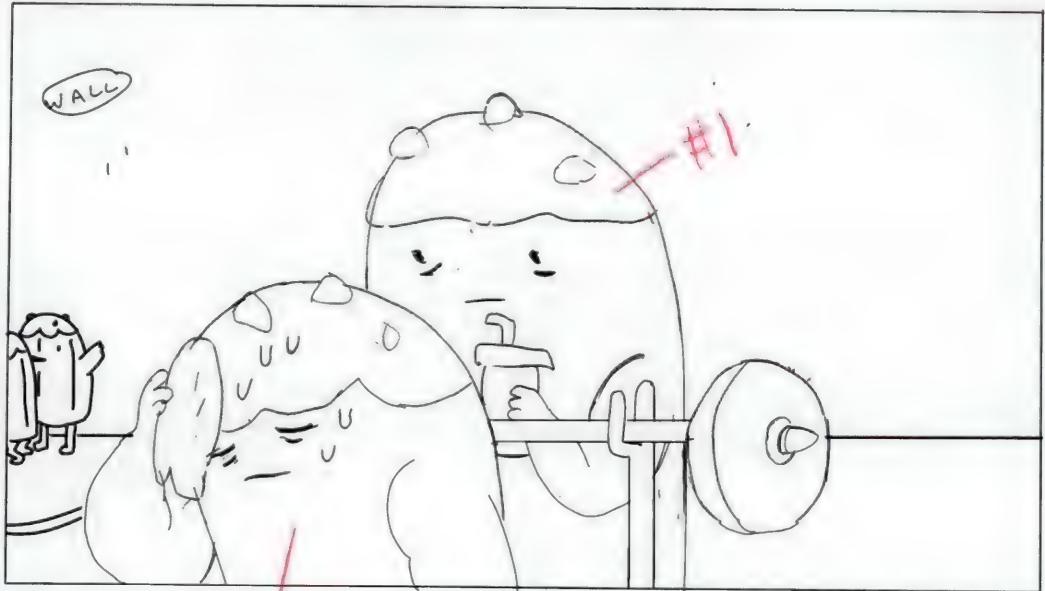
Sc.

63 cont

Pnl. D

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day night



Dial:

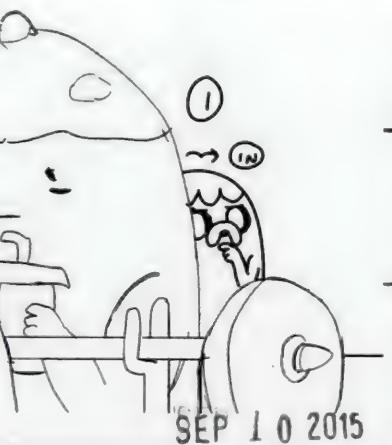
MBG

Action:

- MBG WIPES SWEAT, OTHER WATCHES

- J WALKS AROUND THEM, STOPS
& thinks.

Time:



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ADVENTURE TIME



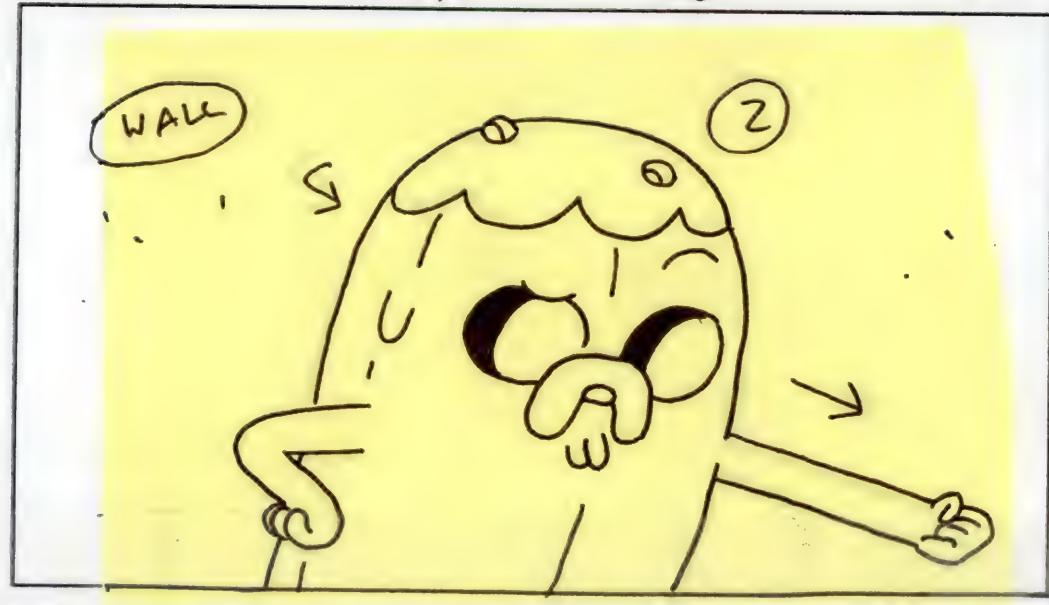
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Sc. 64

Pnl. A

Bg.

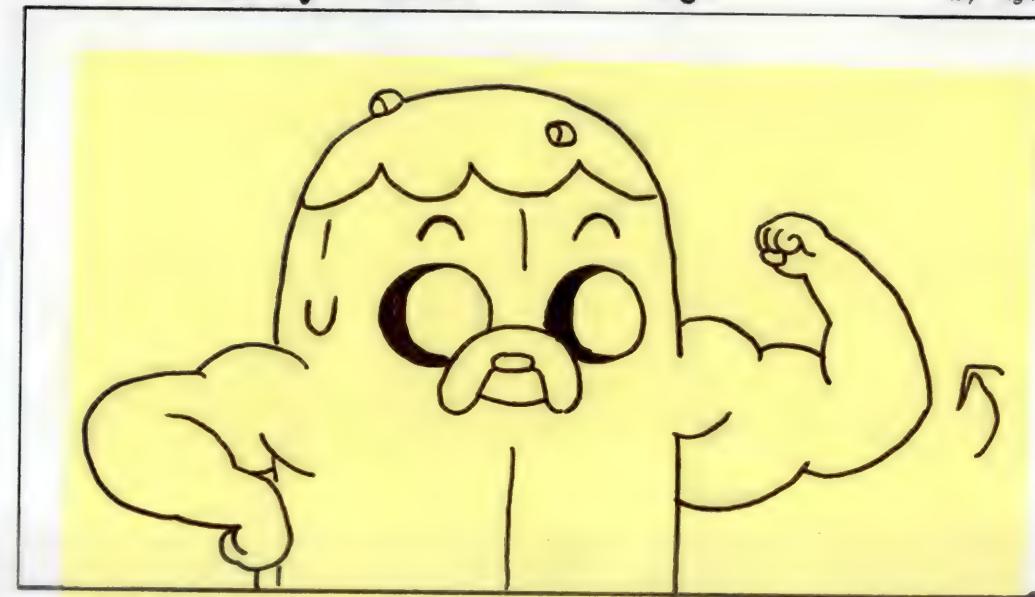
day night



Sc. 64 *cont* Pnl. B

Bg.

Page 90
day night



1034/233

Dialog:

Action: - J. looks
at small arms

Timing:



SFX: ≈PHOOMP≈

- J Beefs 'EM UP!

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1034/233

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ADVENTURE TIME



Sc. 65

Pnl. A

Bg.

day night



Sc. 65 cont Pnl. B

Bg.

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day night



Dialog:

J/ Good sesh bro!

Action:

- J. RISES
UP

Timing:



- LEANS IN, SLAPS THE MBG
BACKS, BOTH SURPRISED

SEP 10 2015

Production :

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1034/233

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ADVENTURE TIME



Sc. 65 cont Pnl. C

Bg.

day night

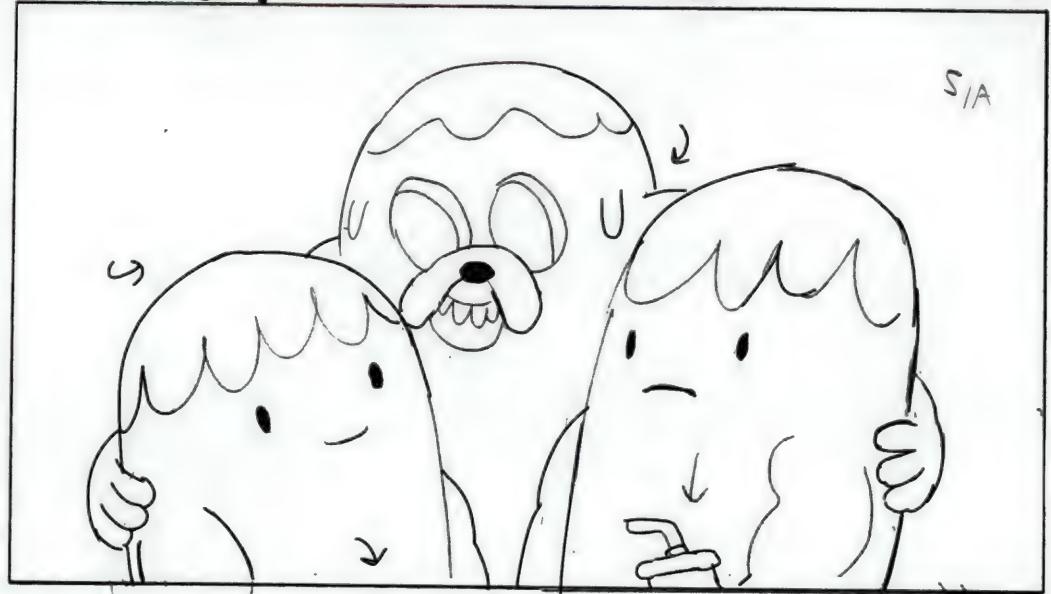
Page 92

day night

Sc. 65 cont Pnl. D

Bg.

day night



Dialog:

Action: - J ARMS AROUND MBG's,
Both lower their held objects

Timing:

SEP 10 2015

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ADVENTURE TIME



Sc. 65 cont Pnl. E

Bg.

Small Farm
day night



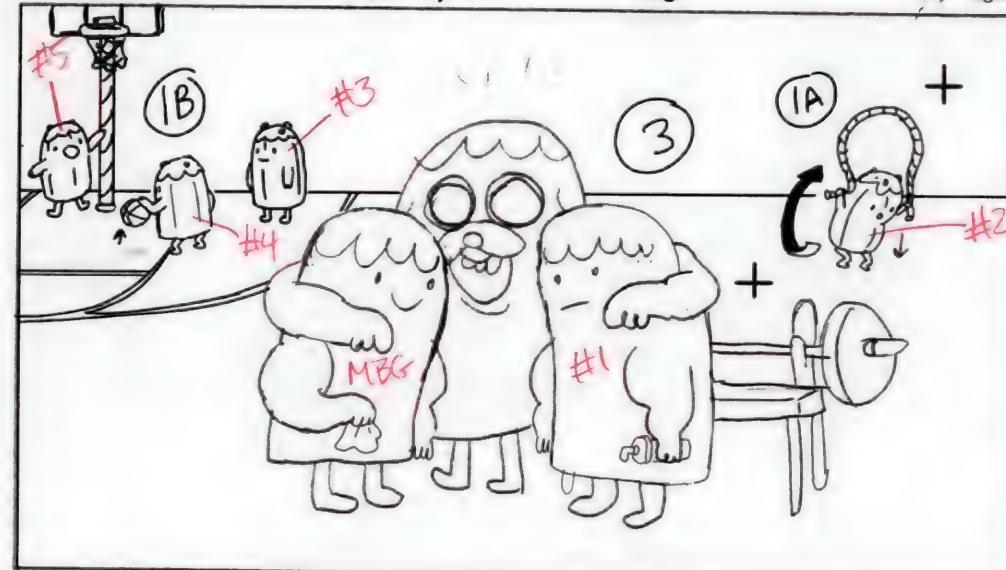
Sc. 66

Pnl. A

Bg.

Page 93

day night



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Dialog:

J/ Yeah brothers!

- J. LIFTS MBG's

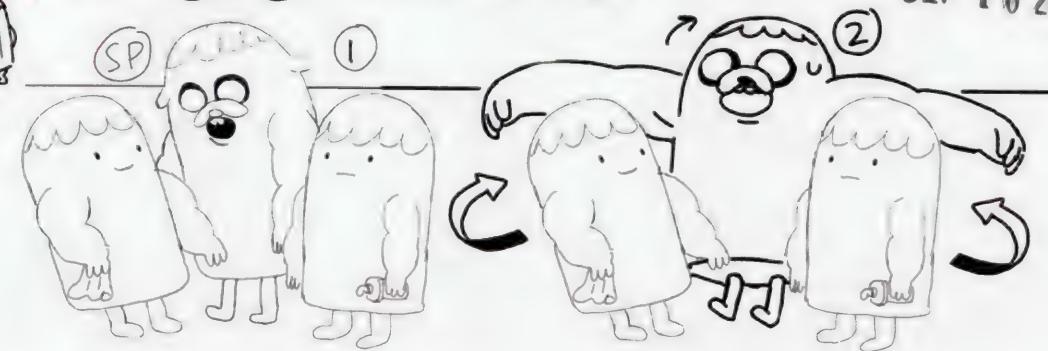
Action: - drops arm

(2)



J WE'RE ALL BROTHERS, YOU KNOW?
FIGHTIN' CRIMES + MAKIN' RHYMES,
RIGHT?

- J. PUTS HIS ARMS AROUND MBGS
Swing up CYCLE (1A) + (2A), CYCLE (1B) + (2B)



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ADVENTURE TIME



Sc. 66 cont Pnl. B Bg.

day night



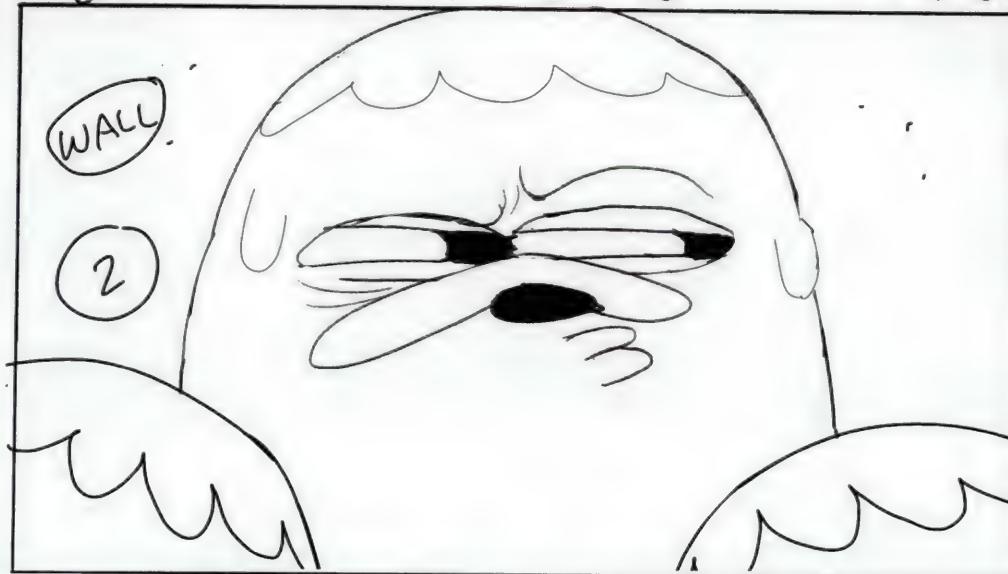
Sc. 67

Pnl. A

Bg.

Page 94
day night

94A NEXT



Dialog:
 (J) HA HA HA

Action:
 - J'S ARM PUMP UP A BIT AS HE LAUGHS

Timing:

(1)

- J LOOKS AROUND CAUTIOUSLY.

SEP 10 2015

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Production

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ADVENTURE TIME

Sc. 107 cont

Sc. 107 cont

Pnl. B.

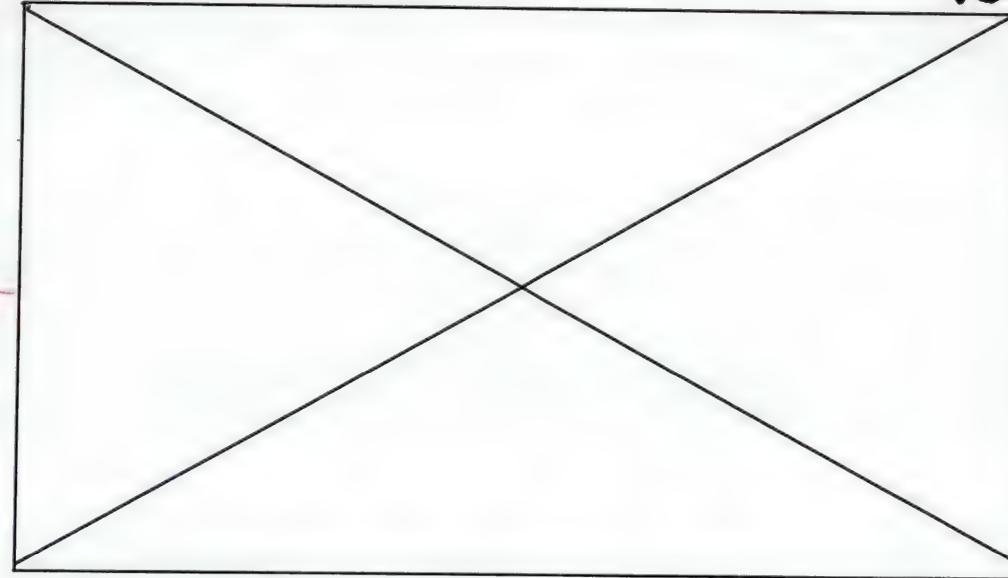
Bg.



day night

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95 NEXT



- JAKE'S FACE SHRINKS DOWN+TRAVELS DOWN HIS BODY
- MBGs FOLLOW w/EYES
- PAN DOWN w/JAKE'S FACE

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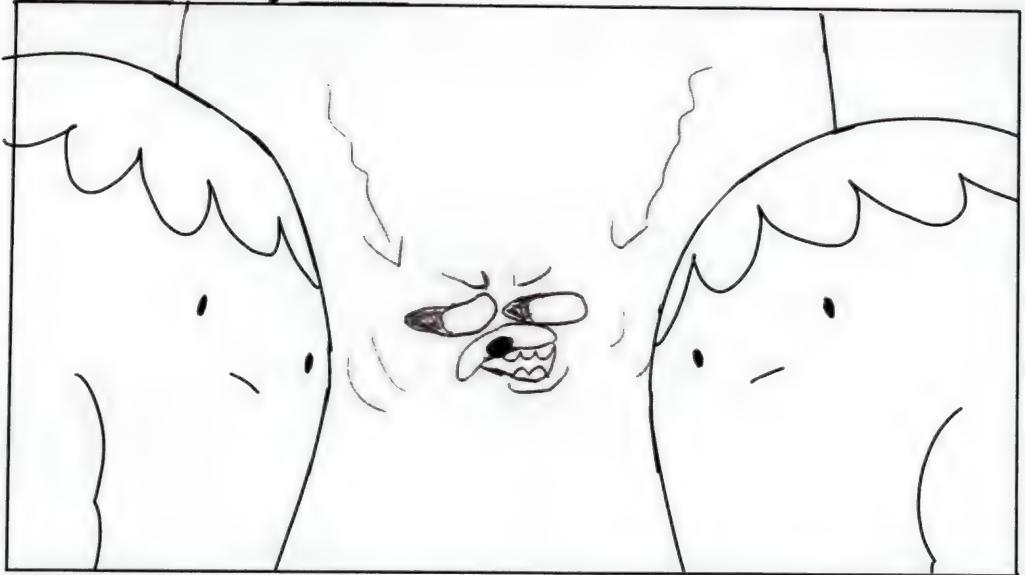
1034/233

1034/233

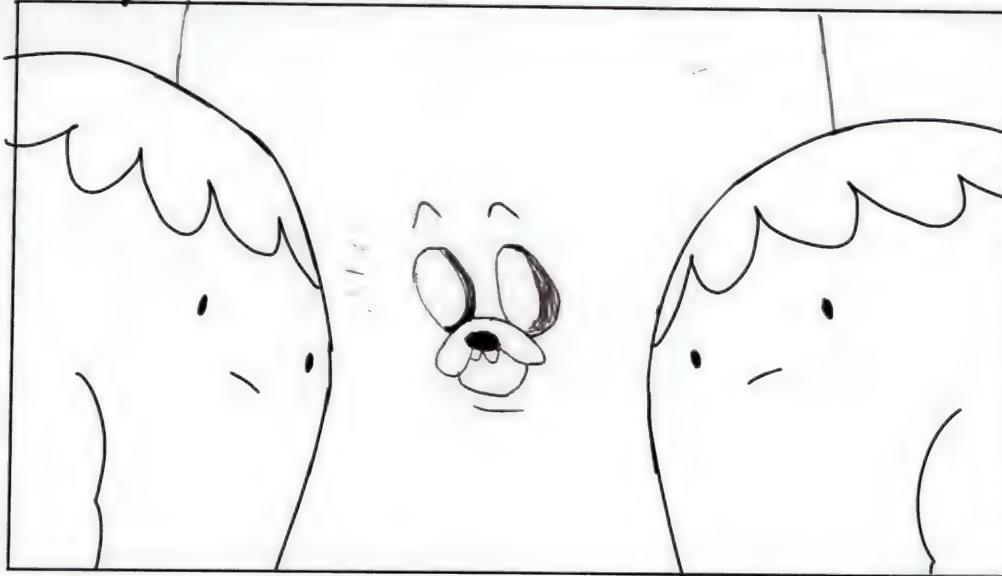
ADVENTURE TIME



Sc. 67 cont Pnl. C



Sc. 67 cont Pnl. D



Ba.

Page 95
dav nicht

1034-233

EPISODE #

| | | |
|---------|--------------------|-----------|
| Dialog: | (J) BUUUUUUT... -- | (J) ALSO! |
| Action: | | |
| Timing: | | |
| | SEP 10 2015 | |

Production :

ADVENTURE TIME



Sc. 67 cont Pnl. E

Ba.

day night

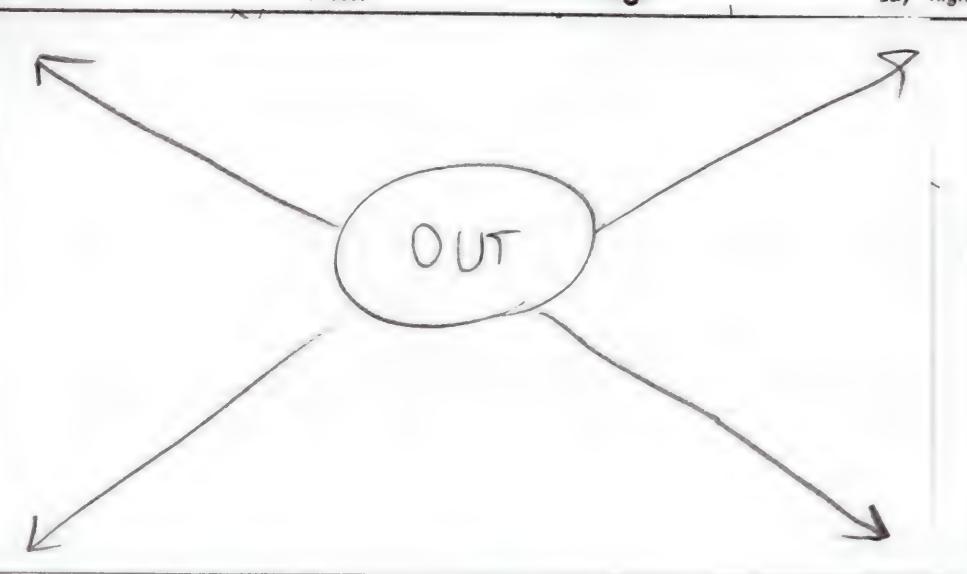
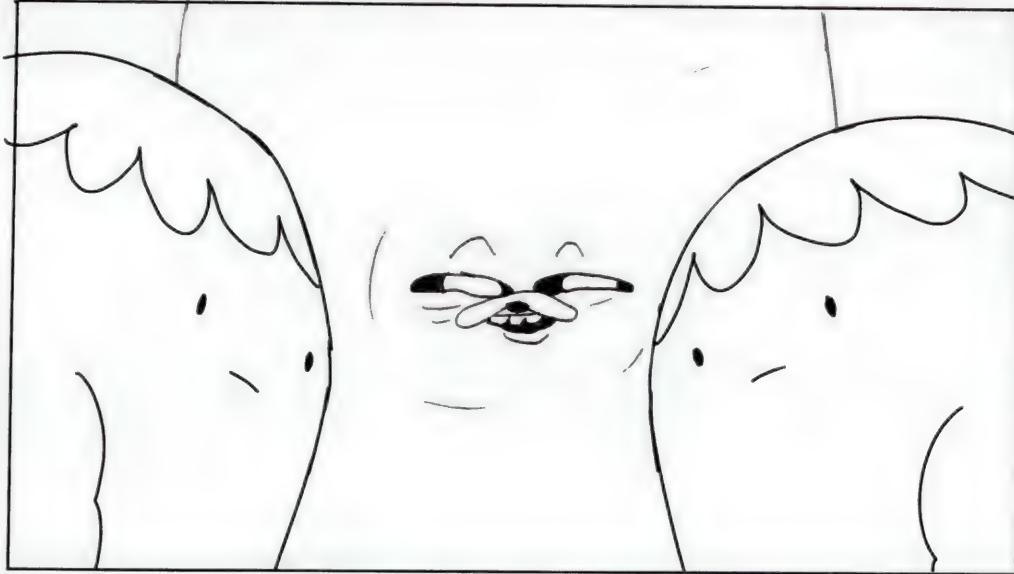
Sc.

Pnl.

Bg.

Page 96

day night



Dialog:
① HOW ABOUT MAKING A LITTLE CRIME
OURSELVES, RIGHT?

Action:

Timing:

SEP 10 2015

EPISODE #

Production :

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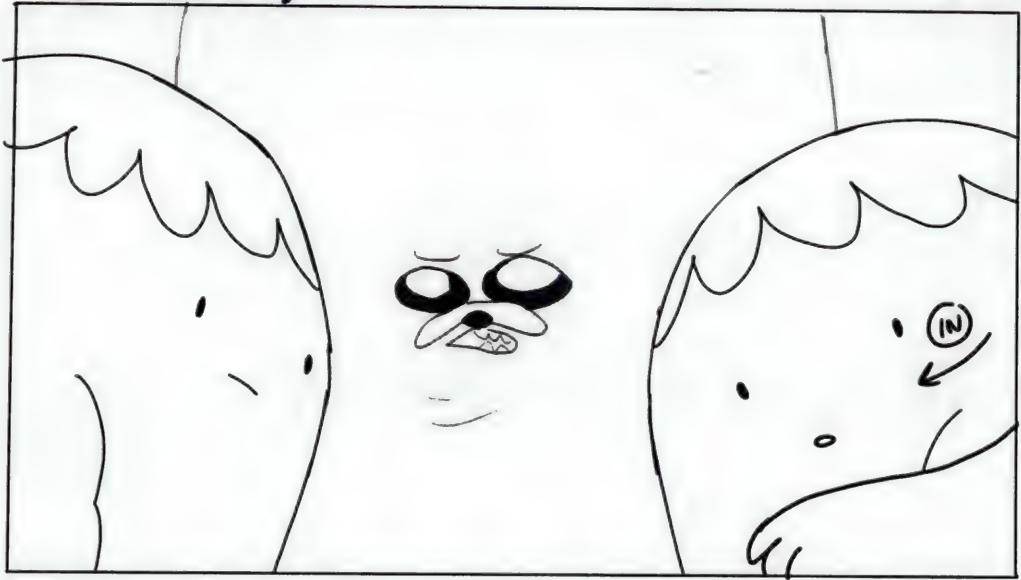
ADVENTURE TIME



Sc. 67 cont Pnl. F

Ba.

day night

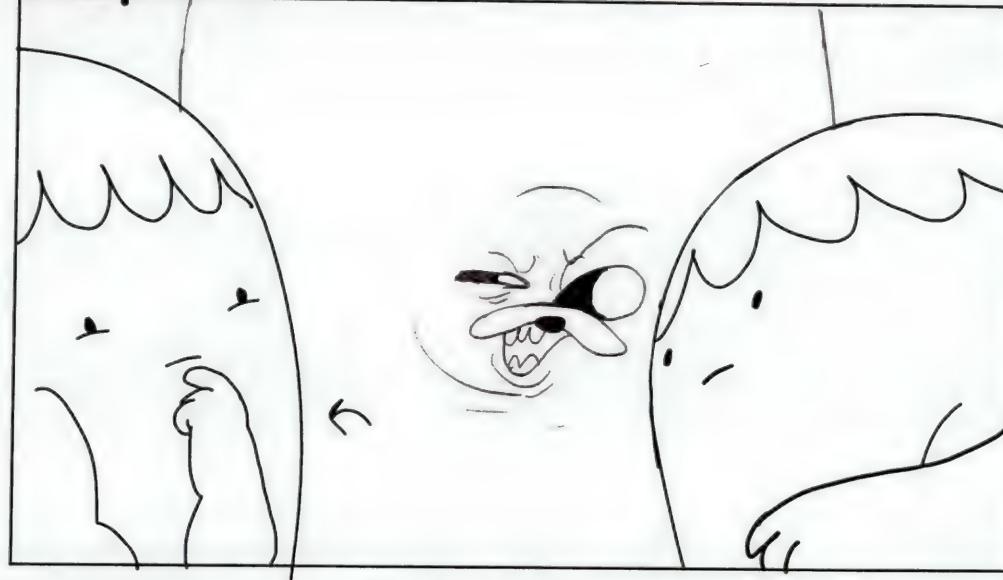


Sc. 67 cont Pnl G

Ba.

Page 97

day night



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Dialog:

J I MEAN, HOW DO WE KNOW ABOUT
CRIME —

J -IF we NEVER DONE
ONE BEFORE?

Action:

J'S ARM COMES / RIGHT MBG
BACK IN WATCHES IT

- LEFT MBG BRINGS HAND UP
RMBG LOOKS AT J

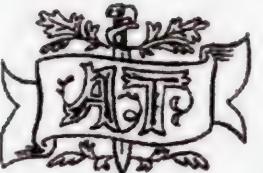
Timing:

SEP 10 2011

Production

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ADVENTURE TIME

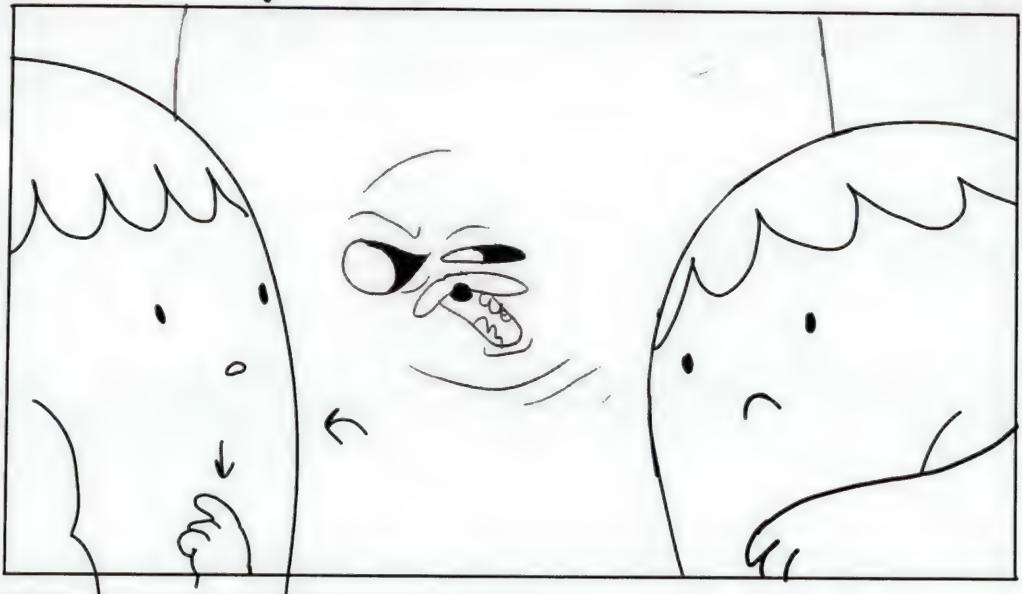


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Sc. 67 cont Pnl. H

Ba.

day night



Dialog:

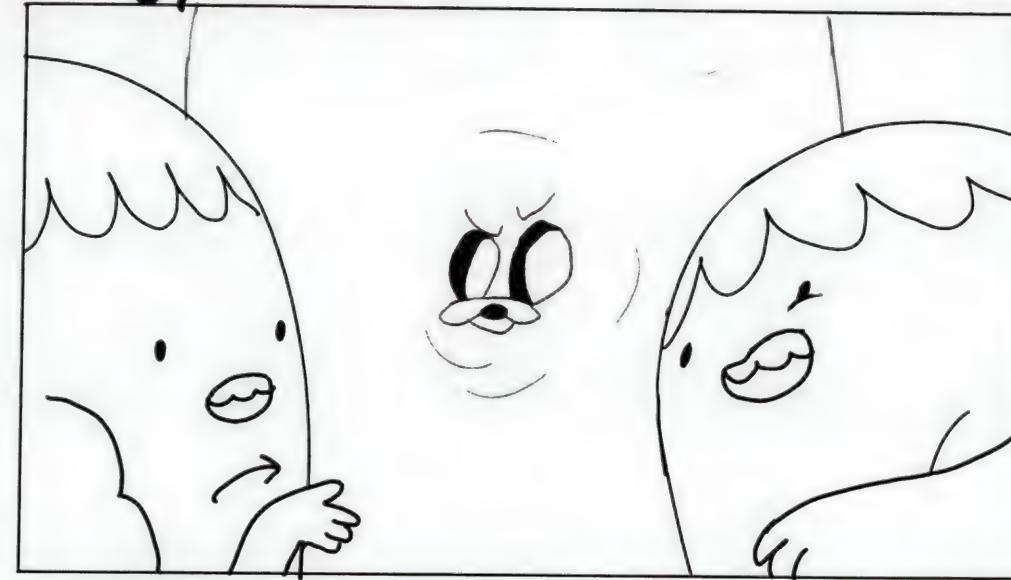
J AM I RITE?

Sc. 67 cont Pnl. I

Ba.

Page 98

day night



Action:

- LMBG HAND DROPS + LOCKS eyes w/ J

LMBG HAND FLIPS OUTWARD

Timing:

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ADVENTURE TIME



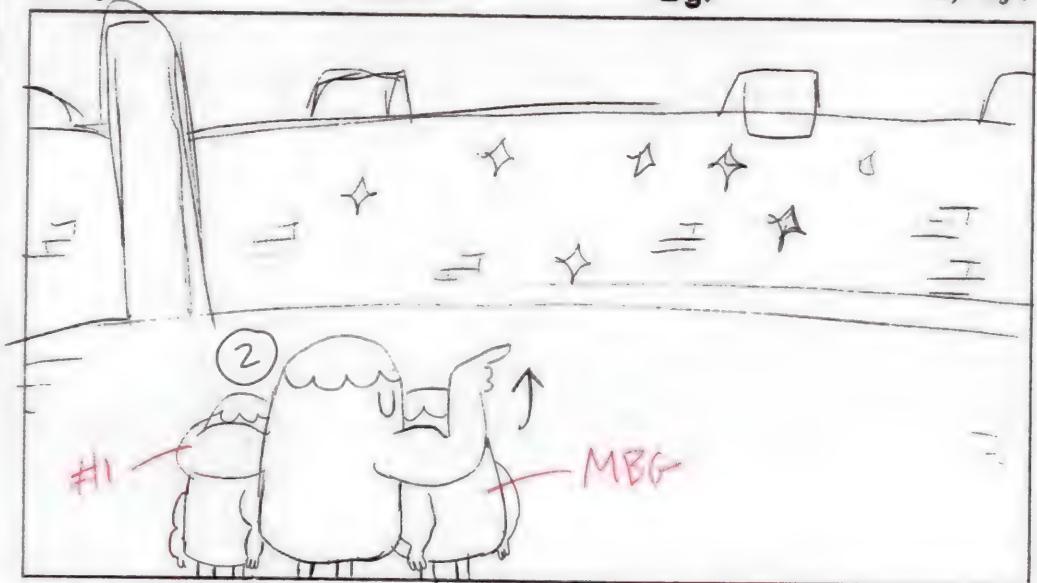
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Sc. 68

Pnl. A

Bg.

day night



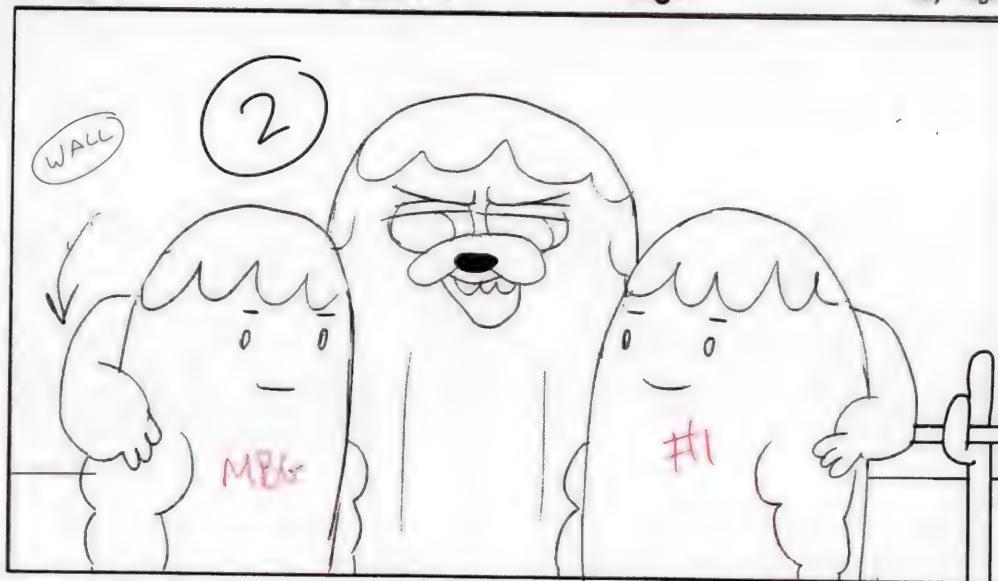
Sc. 69

Pnl. A

Bg.

Page 99

day night



Dialog:

J WHY DON'T WE MEET OVER BY THAT
BIG BLANK WALL LATER TONIGHT.

(J)

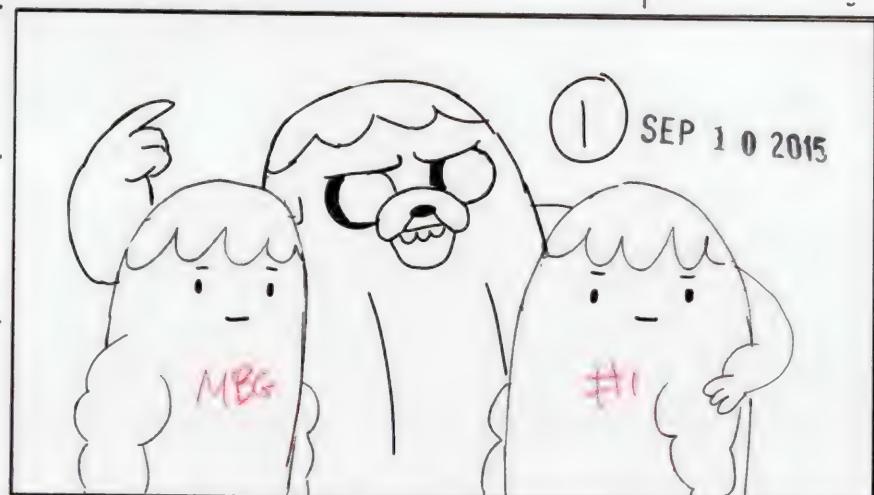
WE'LL BRING A LITTLE PAINT
AND SEE WHERE THINGS
GO FROM THERE, EH?

Action:

J POINTS TO WALL,
WALL SPARKLES IN RESPONSE

- J PATS HIS POINTIN'
HAND BACK DOWN ON
LMBG

Timin:-



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day night

Bg.

Pnl. A

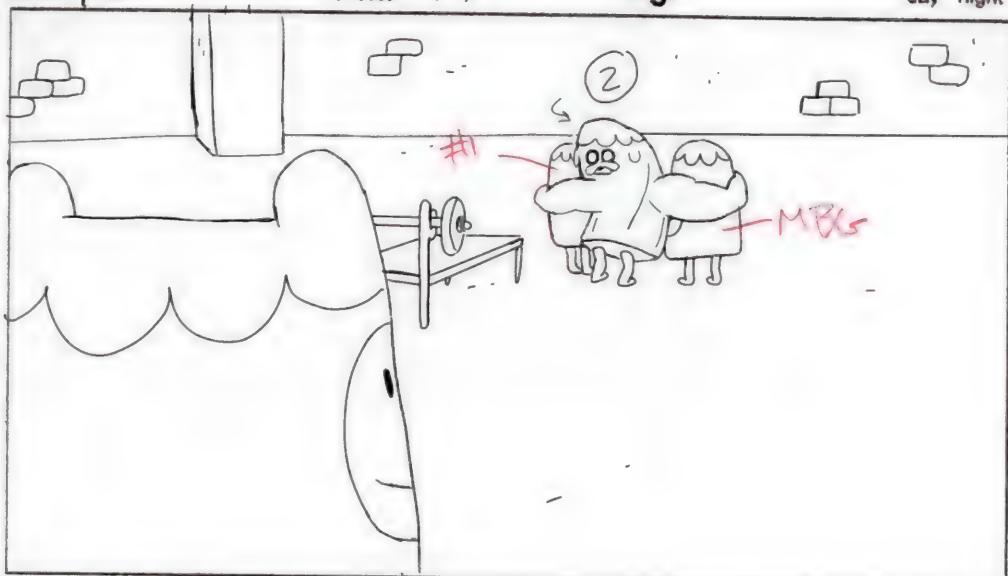
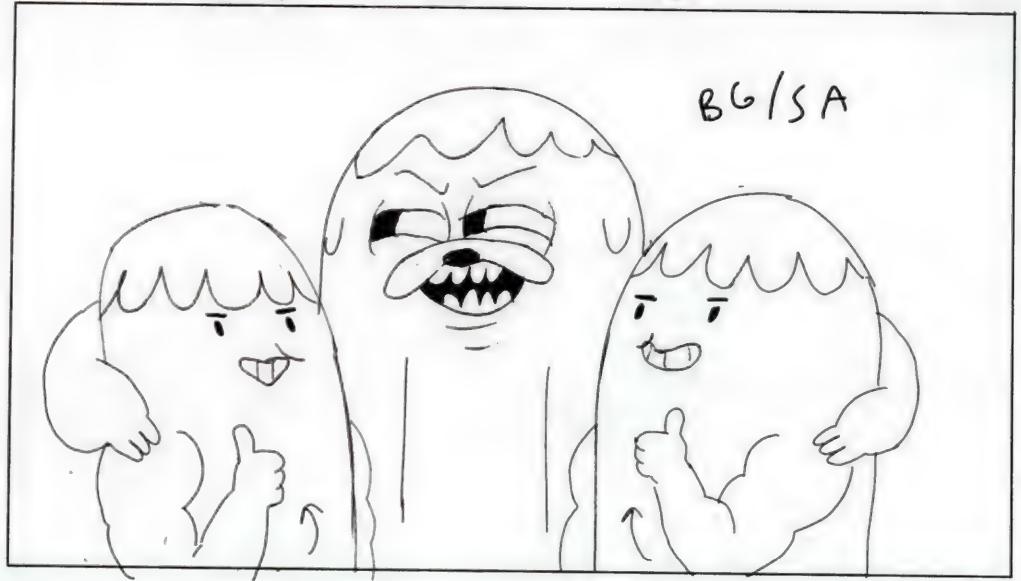


day night

Sc. 70

Bg.

Sc. 69 **cont** Pnl. B



Dialog:

① HeH, HeH, HeH

Action:

- BOTH MBGs GIVE A THUMBS UP

- J TURNS HEAD TO LOOK AT FINN

Timing:



SEP 10 2011

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ADVENTURE TIME

NO
SC
71



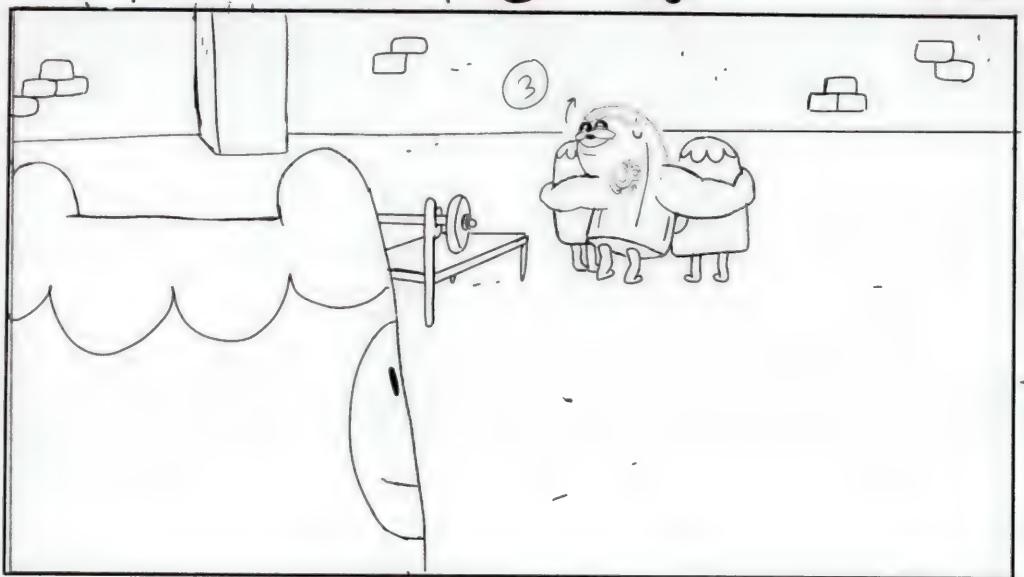
Sc. 70 cont

Pnl.

B

Bg.

day night

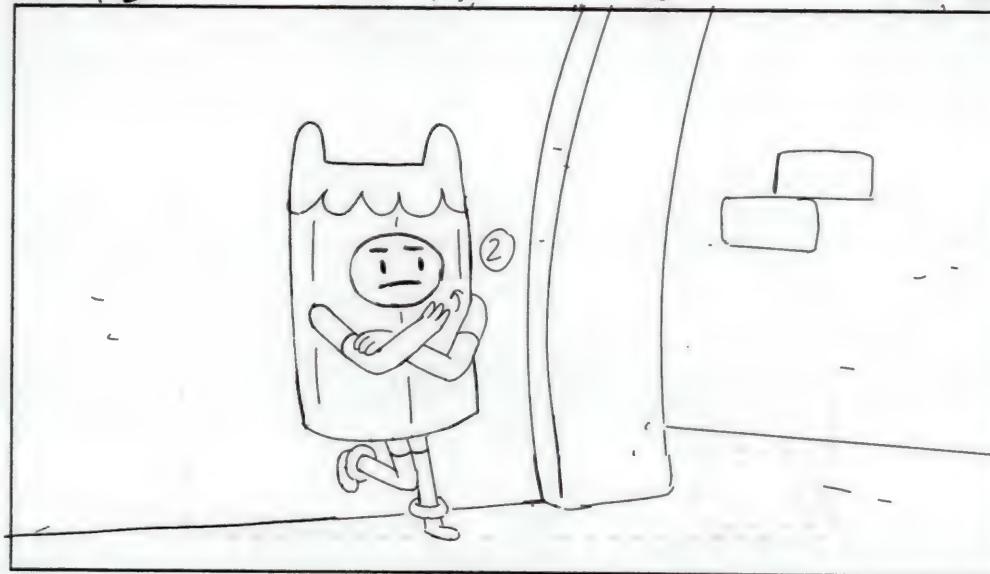


Sc. 72

Pnl. A

Bg.

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day night



Dialog:

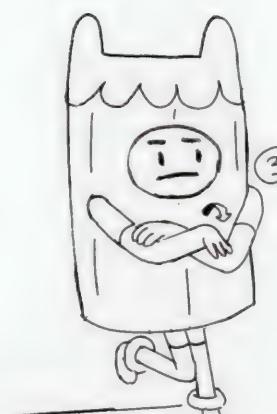
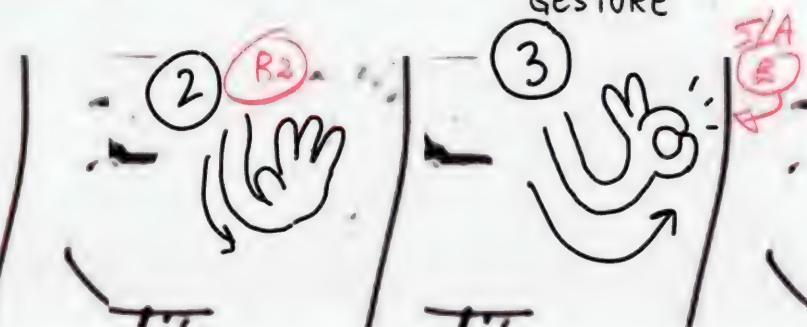
- F SILENTLY WAVES HIS HAND IN
RESPONSE, LIKE "OH SHOO... YOU!"

Action:

- J SMILES REAL BIG + ANOTHER
HAND GROWS OUT OF BACK TO GIVE "OK"
GESTURE

DETAIL:

① PNL
B1
(IN)



SEP 10 2015

Product

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ADVENTURE TIME

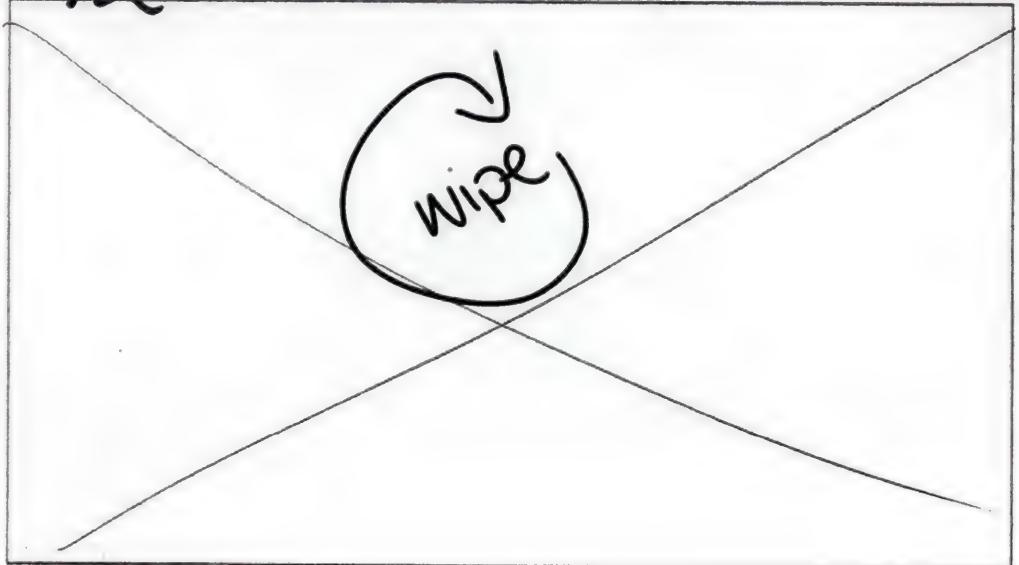


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Sc. 72 cont Pnl.

Bg.

day night



Sc. 73

Pnl. A

Bg.

day night



1034/233

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Dialog:

SFX CRICKETS! NIGHT! etc!

Action:

- F + J WALK UP TO BLANK NIGHT WALL

Timing:

SEP 10 2013

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Production :

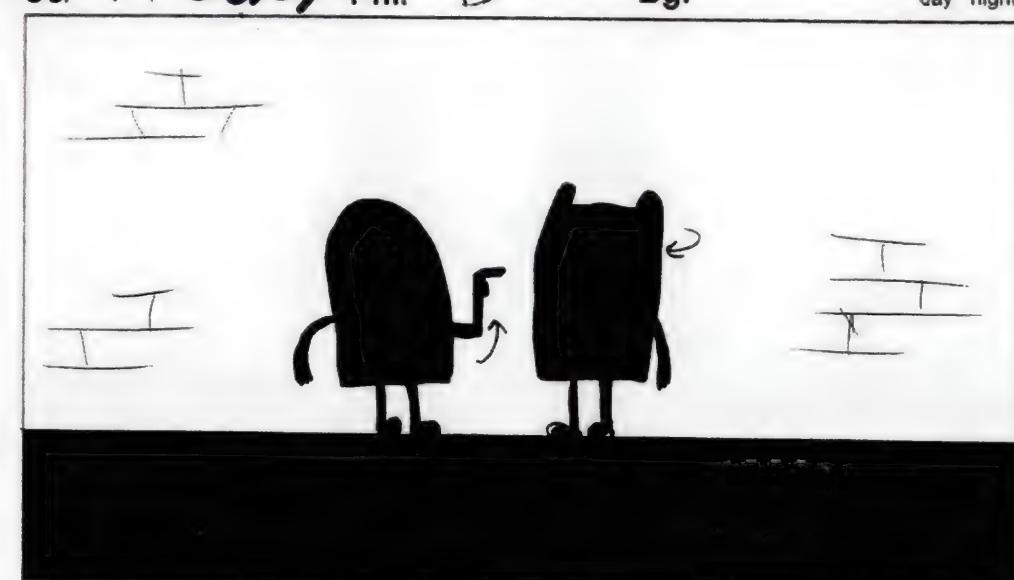
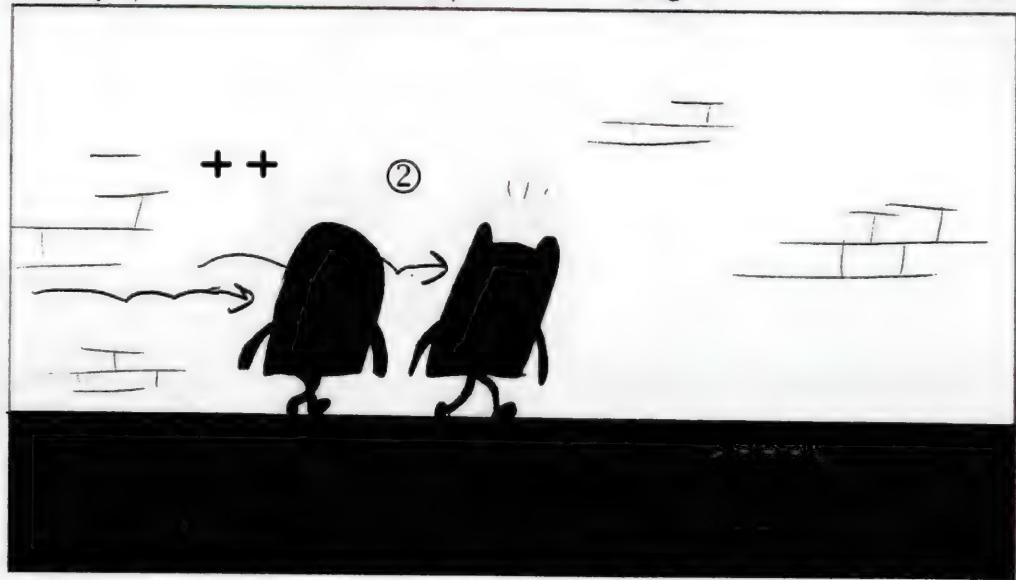
1034/233

1034/233

ADVENTURE TIME



Sc. 74 Pnl. A Bg. day night Sc. 74 cont Pnl. B Bg. day night



| | | |
|---------|--------------------------------|---|
| Dialog: | (F) I DON'T see ANYBODY, JAKE. | (J) THEY'LL BE HERE, DON'T WORRY NONE. |
| Action: | - BOTH WALK IN FROM LEFT | - J POINTS AT FINN WHO TURNS TO LOOK AT JAKE. |
| Timing: | | SEP 10 2015 |

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Sc. 74 cont Pnl. C

Bg.



day night

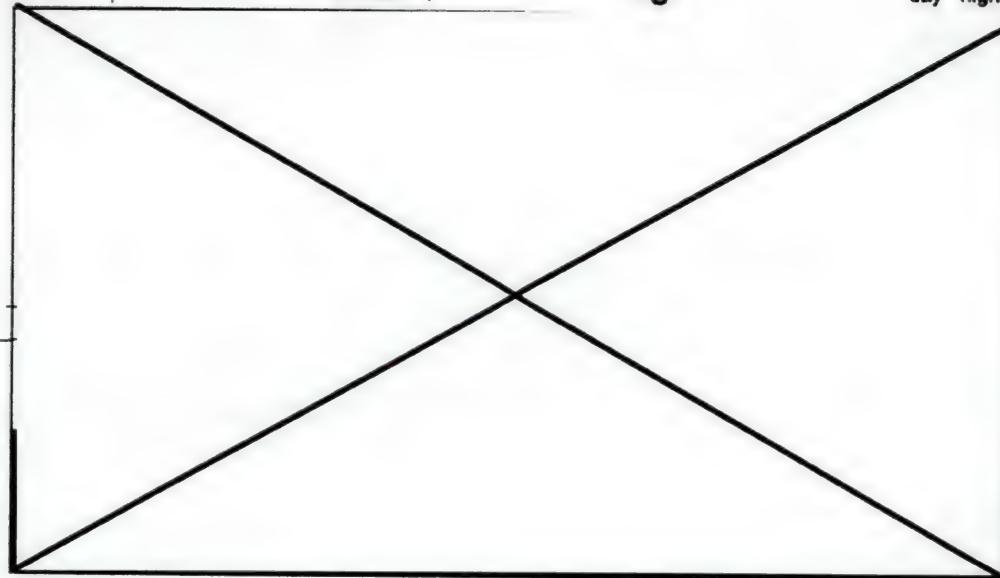
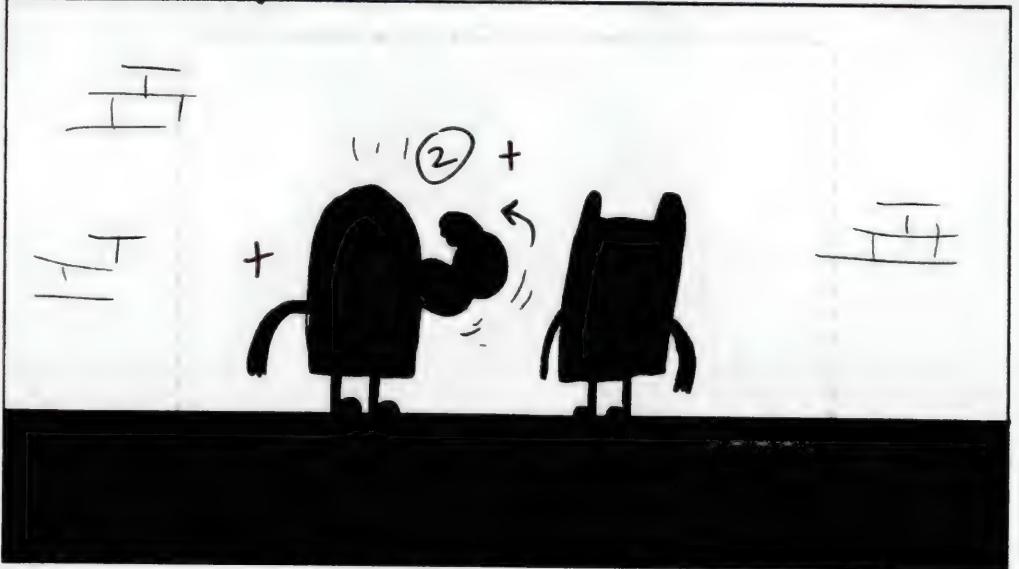
Sc

Pnl.

Bg.

Page 104

day night

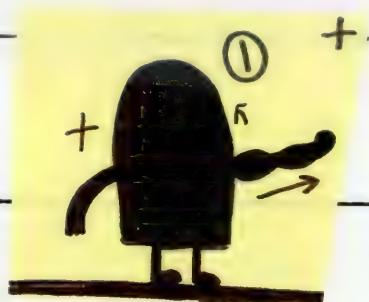


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Dialog:
① J MY PLAN IS GOOD!

Action:
- J PUMPS HIS MUSCLE AT "GOOD"

Timing:



SEP 10 2015

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ADVENTURE TIME

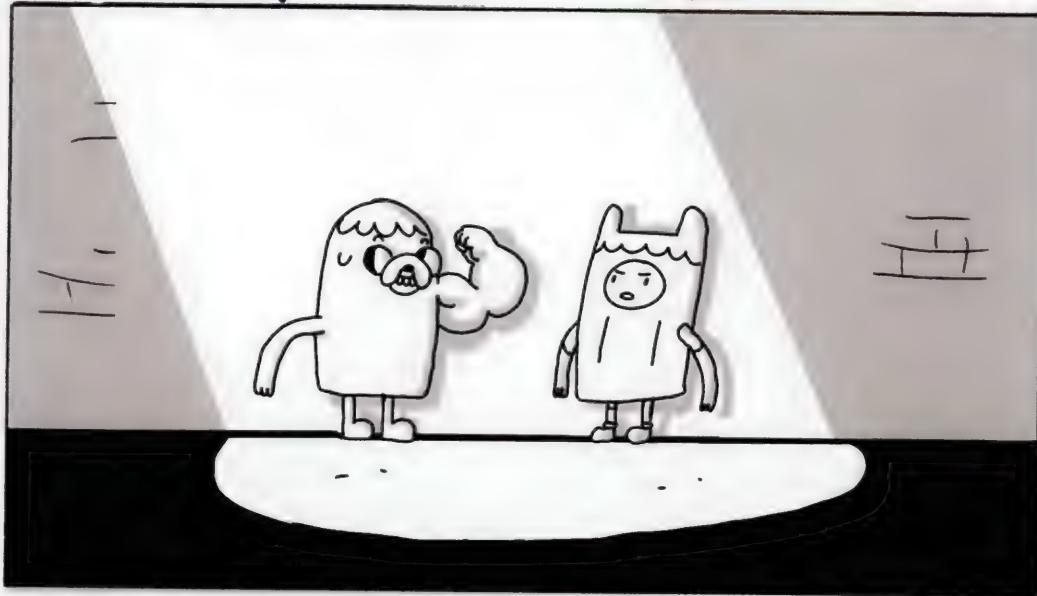
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Sc. 74 cont Pnl. D

Bg.



day night



Dialog:

(SFX) CLACK

Action:

Timing:

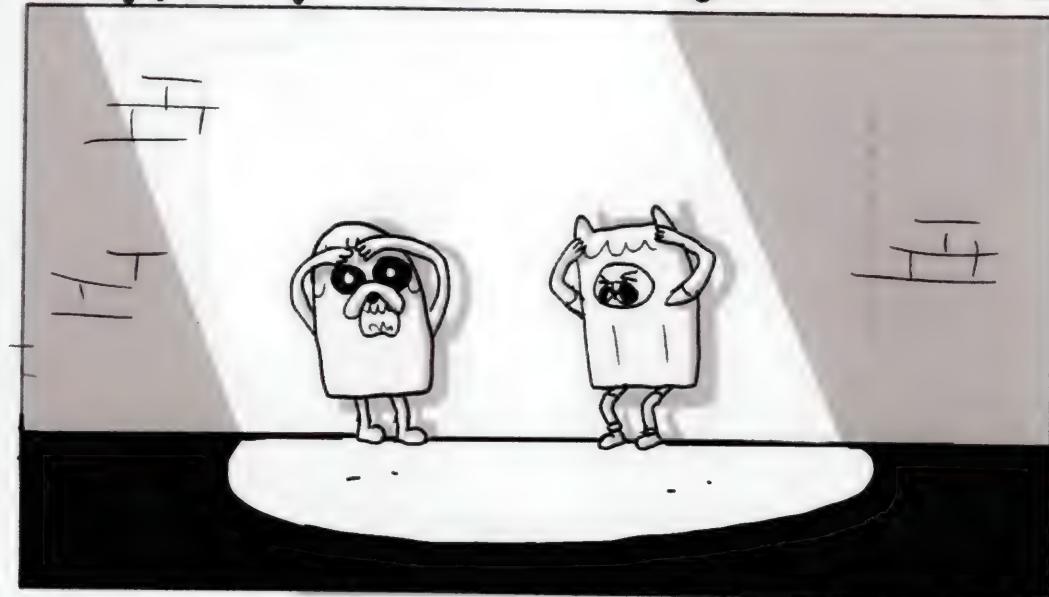
Sc. 74 cont Pnl. E

Bg.

Page 105

day night

105ANEXT



(F + J) "AAAA" "WHAT THE!"

- LIGHT CLICKS ON, F+J CRINGE
AND HIDE IN TERROR

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1034/233

ADVENTURE TIME

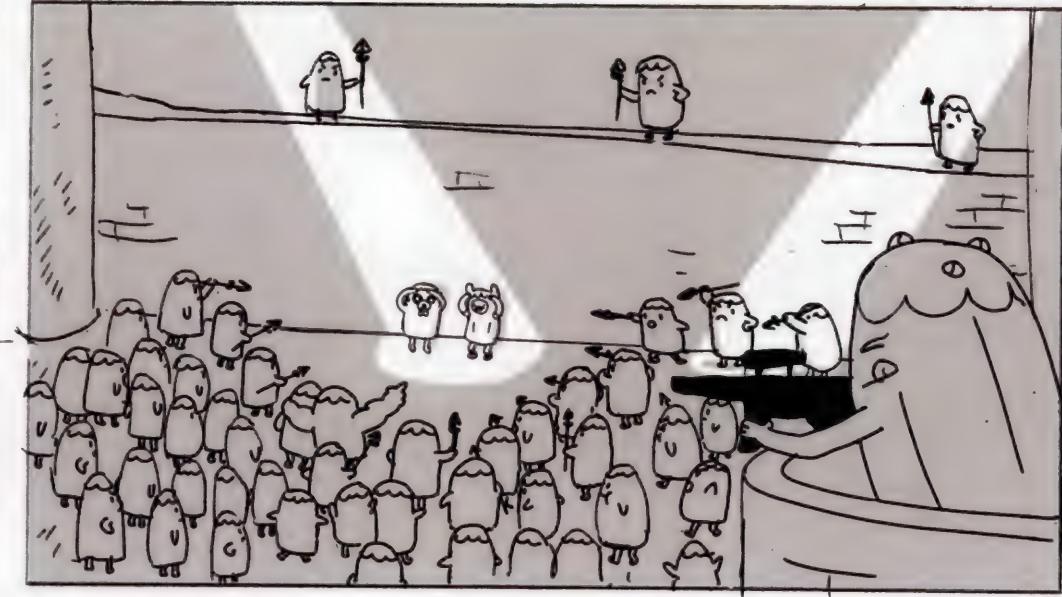
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Sc. 75

Pnl. A

Bg.

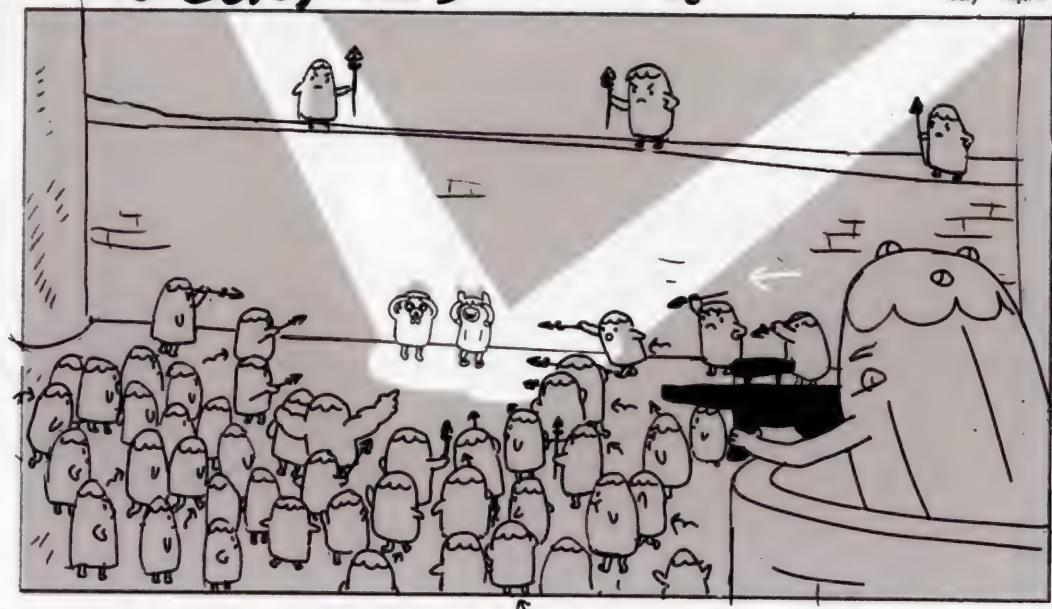
day night



Sc. 75 *cont* Pnl. B

Bg.

Page 105A
NO PG 106
day night



Dialog:

MBG#1: THERE THEY ARE!

Action:

- second spotlight sweeps in
- BGs CLOSE IN A BIT
- ON FINN & JAKE

Timing:

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1034/233

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ADVENTURE TIME

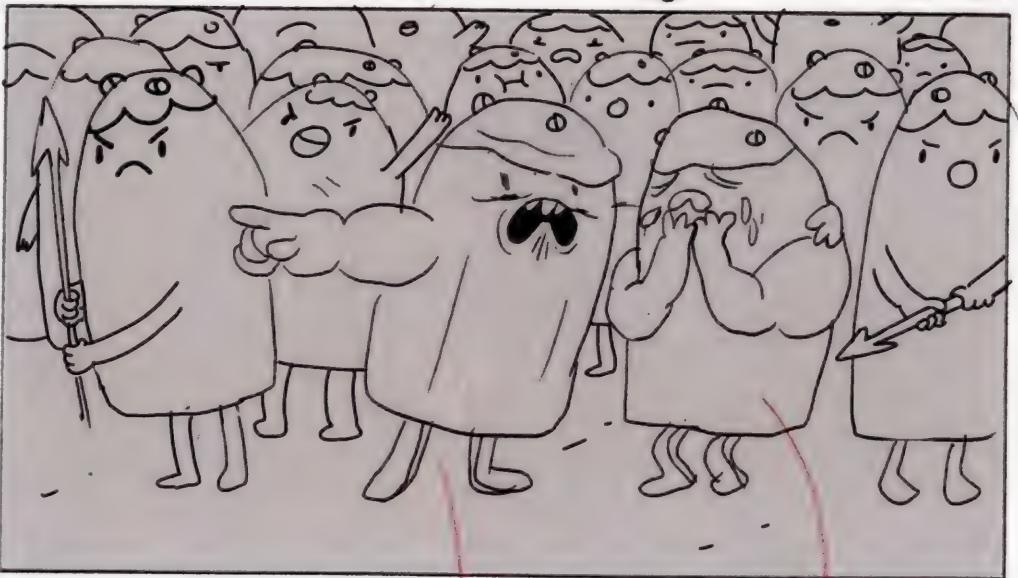


Sc. 76

Pnl. A

Bg.

day night



Sc. 77

Pnl. A

Bg.

Page 107

day night



Dialog:

MBG#1: THOSE GUYS WANTED TO COMMIT CRIMES!

MBG#2: S^OB^IB^ENG

MBG#2

J NO, we —

Action:

- HE POINTS! THE OTHER HeAVES w/ SOBS

- J HANDS UP TRYING TO EXPLAIN

Timing:

SEP 10 2015

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Sc. 77 cont Pnl. B

Bg.

day night

Sc. 77 cont Pnl. C

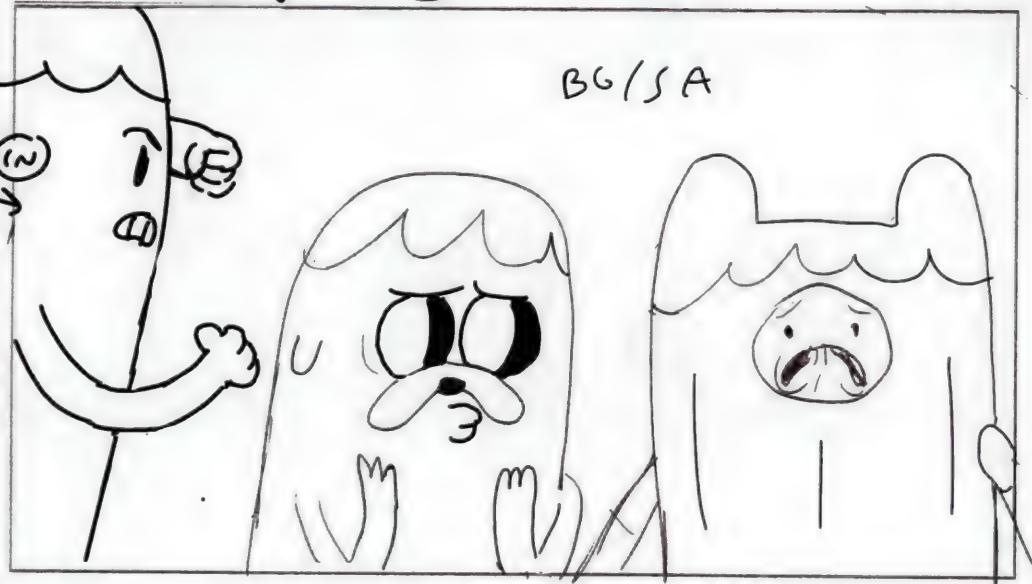
Bg.

Page 108

day night

108A next

EPISODE # 1034-233



Dialog:

SFX PUNCH

JAKE: [IMPACT]

SILENT OTHERWISE

Action:

- BG IN
- ANTIC FOR PUNCH

Timing:

-
- BG COMES IN QUICKLY w/ A PUNCH
 - F. reacts

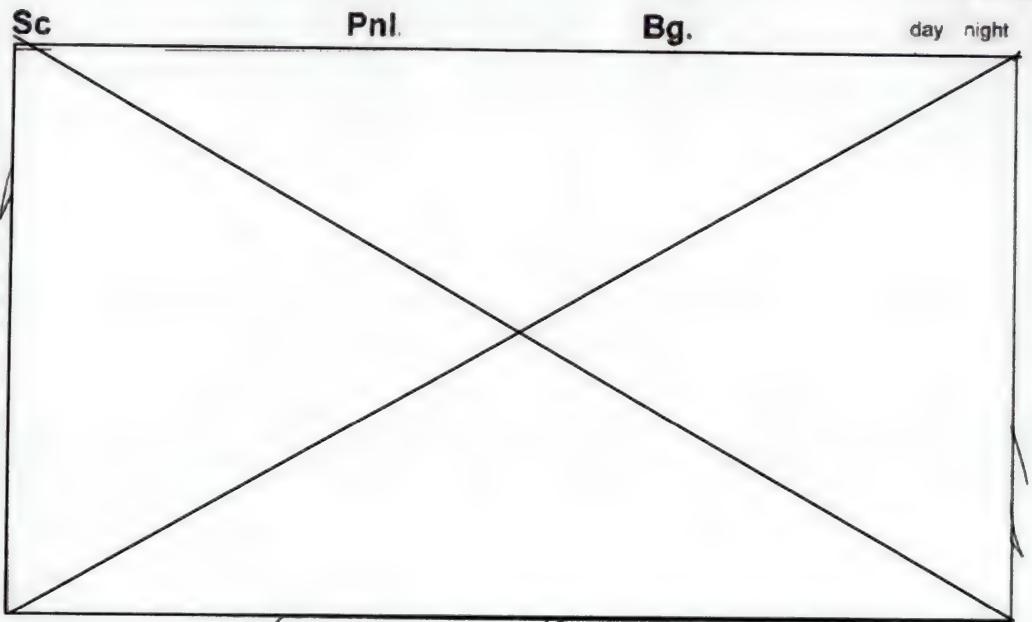
SEP 10 2010

Production

1034/233

1034/233

ADVENTURE TIME



Sc. 77 cont Pnl.



Page 108A

109NEXT

EPISODE # 1034-233

Production

1034/233

Dialog:

Action:

Timing:

- QUICK CUT TO BLACK

SEP 10 2015

1034/233

1034/233

ADVENTURE TIME

Sc. 78

Day

Bg.



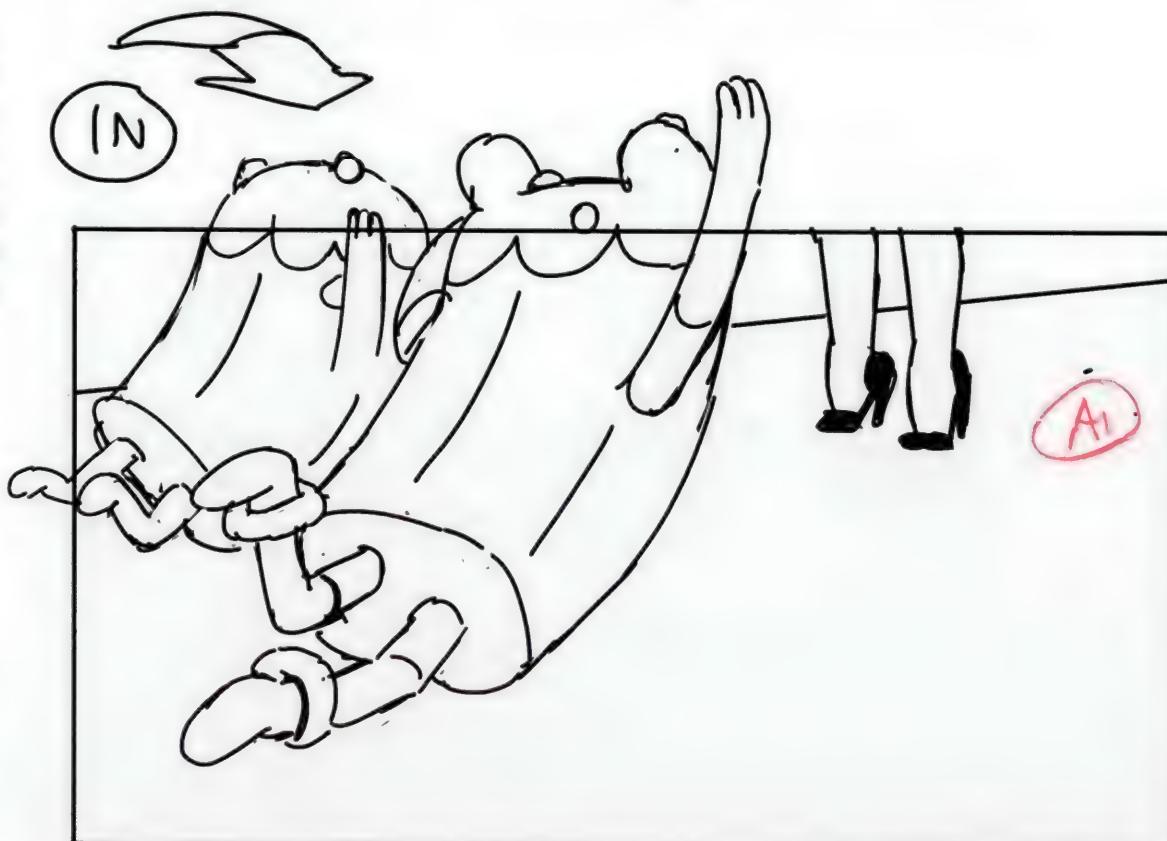
day night

F+J: OOF! (PB) ≈SIGH≈

Action:

- F + J ARE THROWN AT PB's Feet
- PAN UP TO PB

Timing:

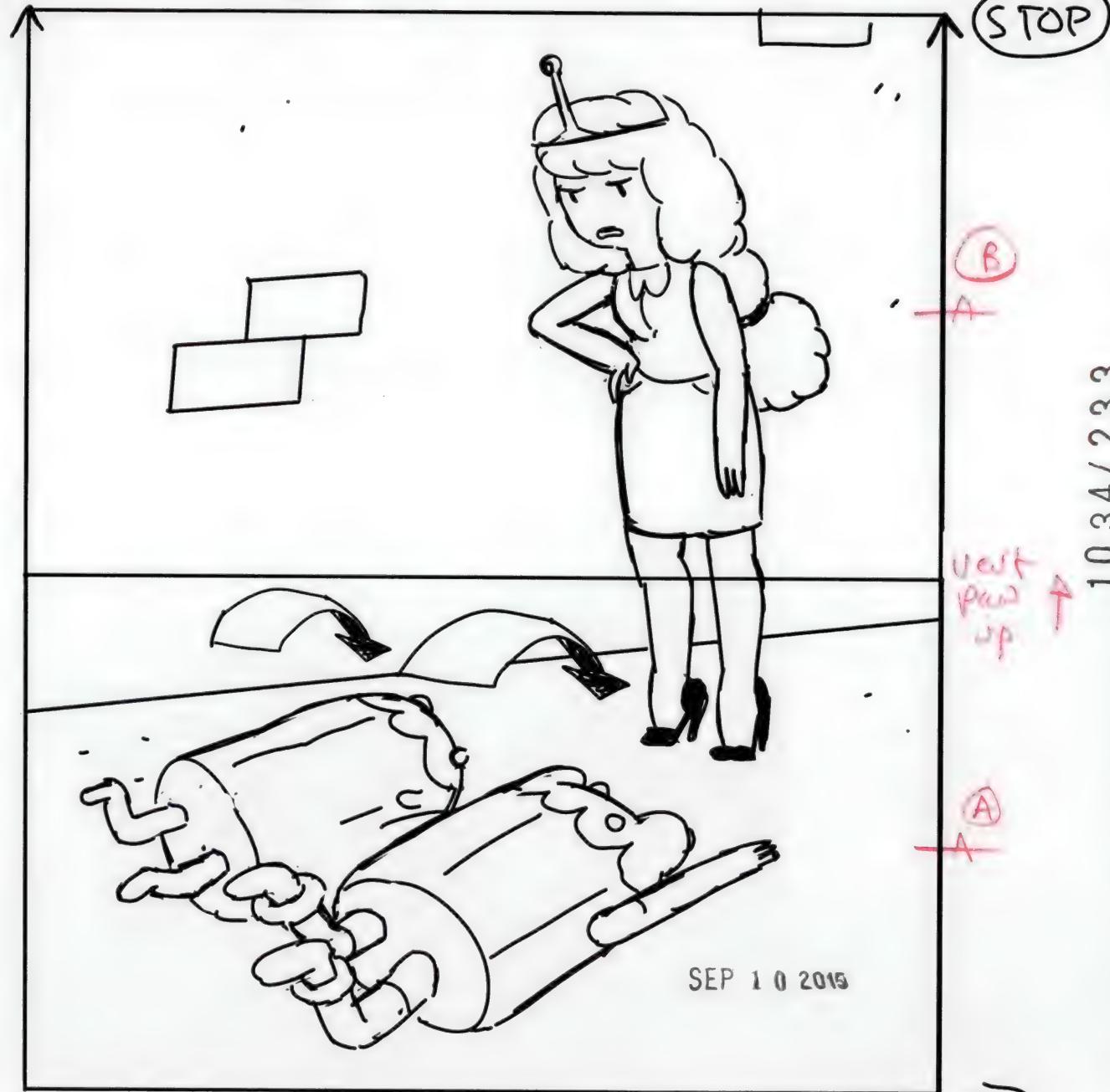


1034 / 233

No Sc79

Sc. 78 contn. B

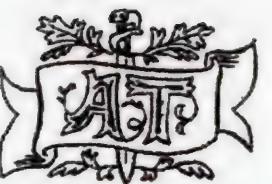
Page 109



1034 / 233

1034 / 233
START

ADVENTURE TIME



Sc. 80

Pnl. A

Bg.

day night

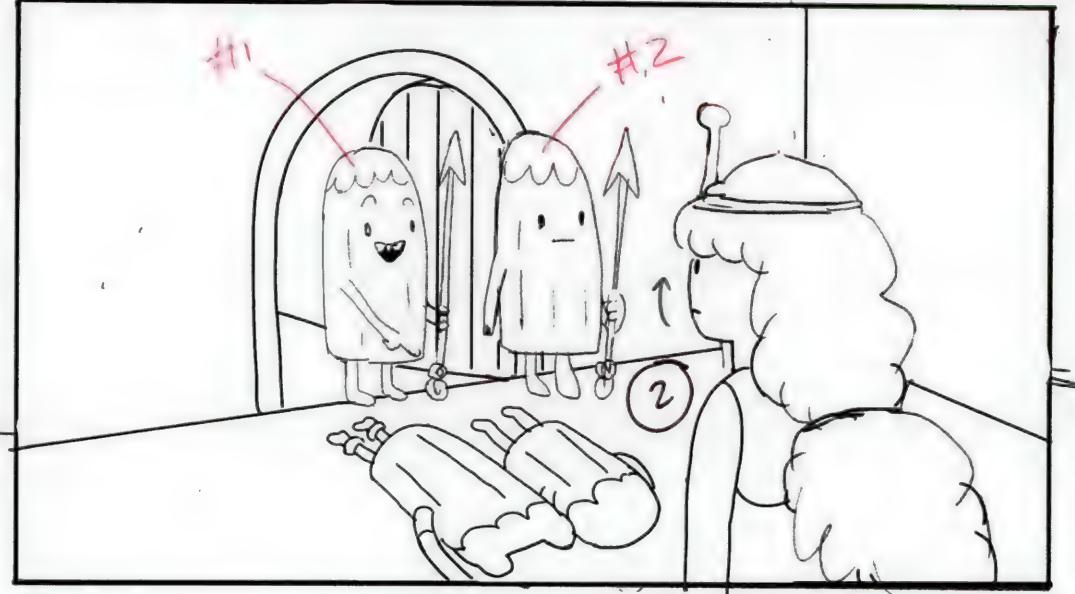
Sc. 80 cont Pnl. B

Bg.

Page 110

day night

110A NEXT



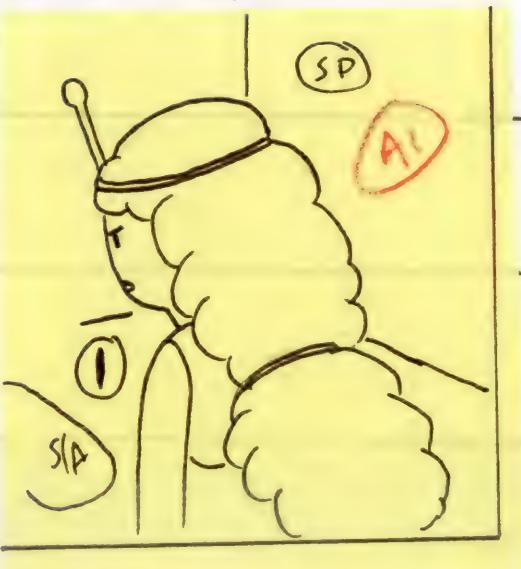
Dialog:

BG #1: WE CAUGHT THE CRIME-INALS!

Action:

- BG POINTS AT F + J
- PB LOOKS UP.

Timing:



BG#2: OOH I JUST GOT THAT!

- BG PUTS HAND DOWN

- OTHER BG TURNS AND PUTS HAND UP

SEP 10 2010

Production

1034-233

1034/233

ADVENTURE TIME



Sc. 80 *cont* Pnl. C

Bg.

day night



Sc. 80 *cont* Pnl. D

Bg.

Page 110A
day night

111NEXT



Dialog:

(PB) GOOD JOB BOYS -

Action:

- PB WALKS OVER TO BGS

Timing:

SEP 10 2015

Production

EPISODE # 1034-233

1034/233

1034/233

Not finalised

ENTURE TIME



day night

Sc.

Sc. 80 **cont** Pnl. E

Bg.

Page 111

dav night

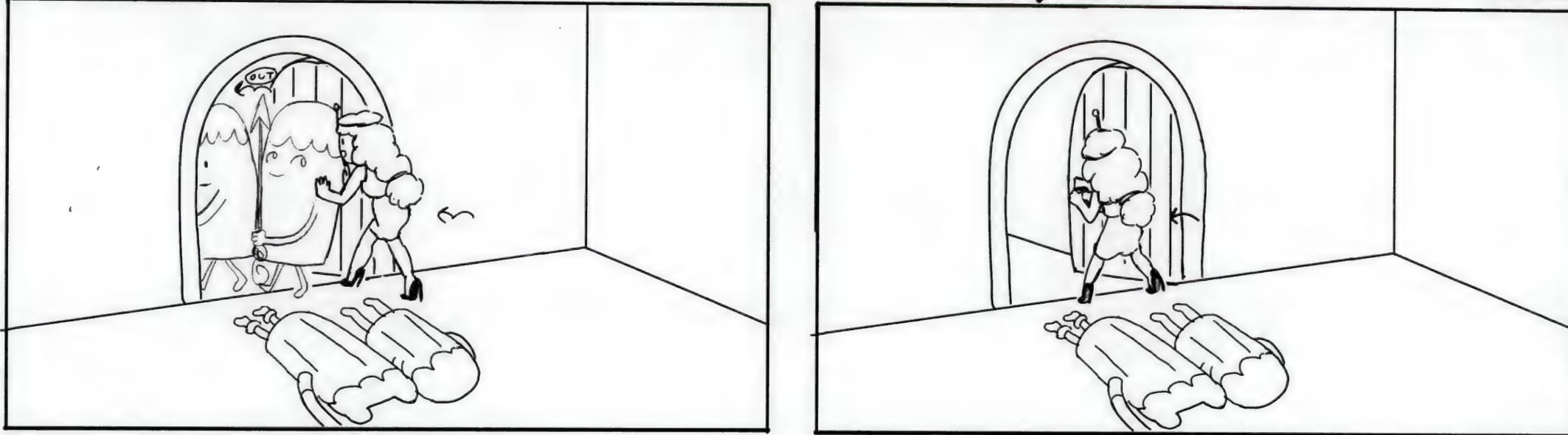
80 **cont** Pnl. F

Ba.

EPISODE # 1034-233

Production :

1034/233



Dialog:

(PB)

- JUST LEAVE
'EM TO ME.

Action:

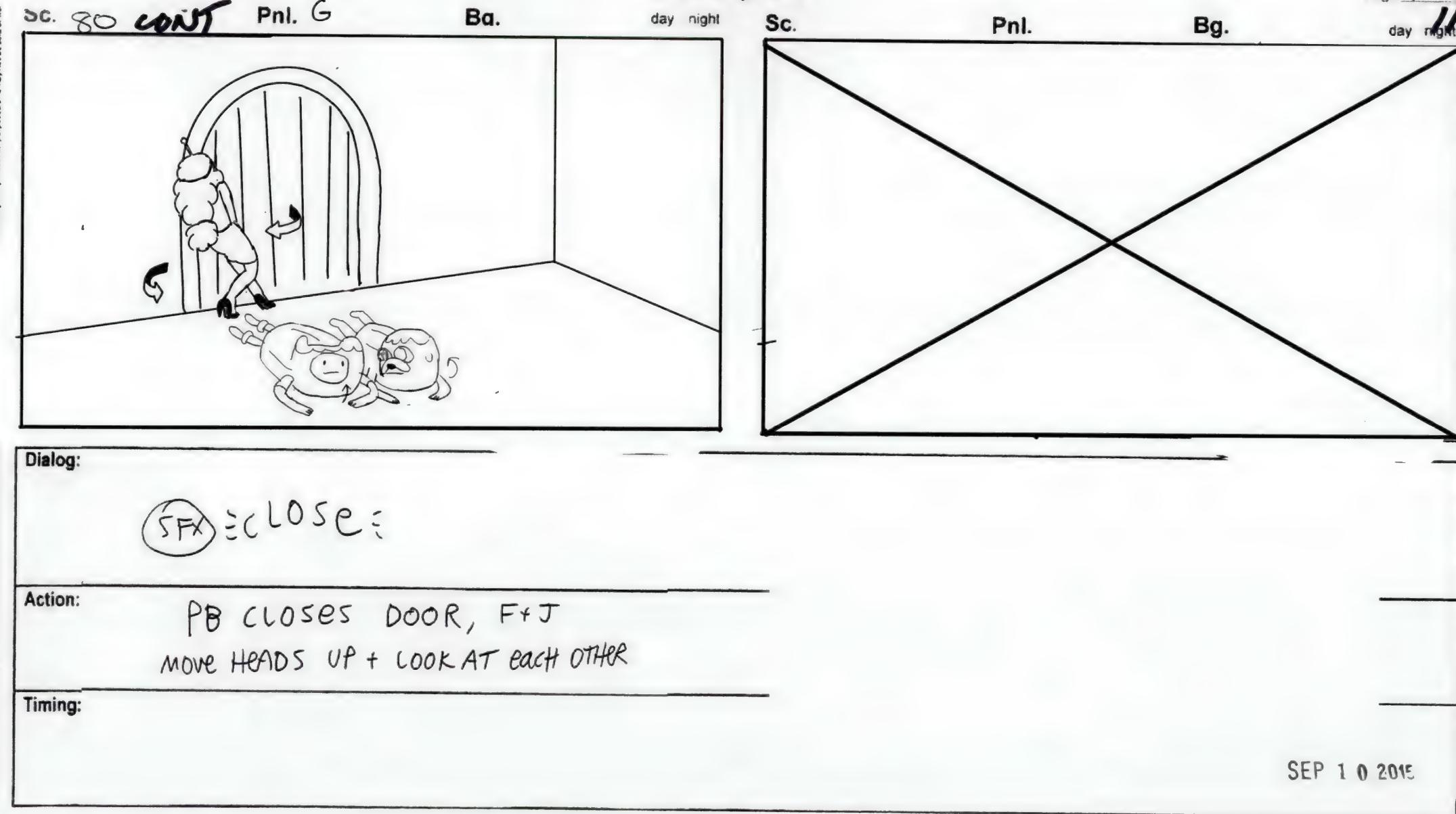
- PB PUSHES
BGS OUT

- PB grabs door handle

Timing:

SEP 10 2015

ADVENTURE TIME



EPISODE # 1034-233

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1034/233

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ADVENTURE TIME

Sc. 80 cont Pnl. H

Bg.



day night



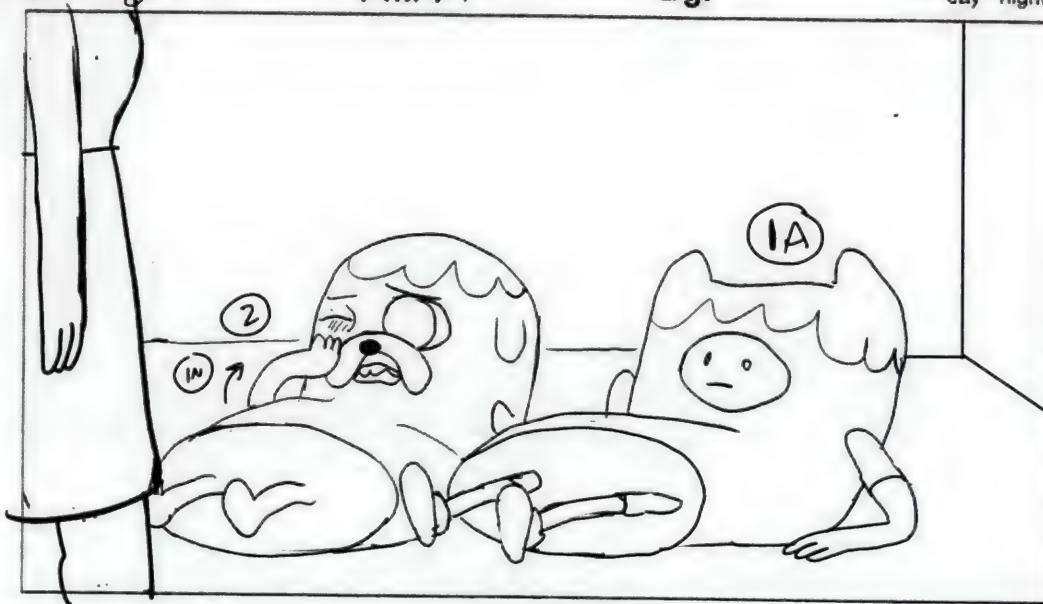
Sc. 81

Pnl. A

Bg.

Page 112

day night



EPISODE #

1034-233

1034/233

Dialog:

PB/ What the heck Finn?!

F/ SORRY, Peebs.

Action:

-PB SPINS AROUND AND LEANS ON THE DOOR.
-F+J TURN AROUND TO LOOK AT HER.

Timing:



J RUBS HIS BLACKEND EYE, F RAISES HIS HAND IN AN APOLOGETIC WAY TOWARDS PB



SEP 10 2015
Production

1034/233

ADVENTURE TIME



Sc. 82

Pnl. A

Bg.

day night

Sc. 82 cont Pnl. B

Bg.

Page

113
113 ANEXT

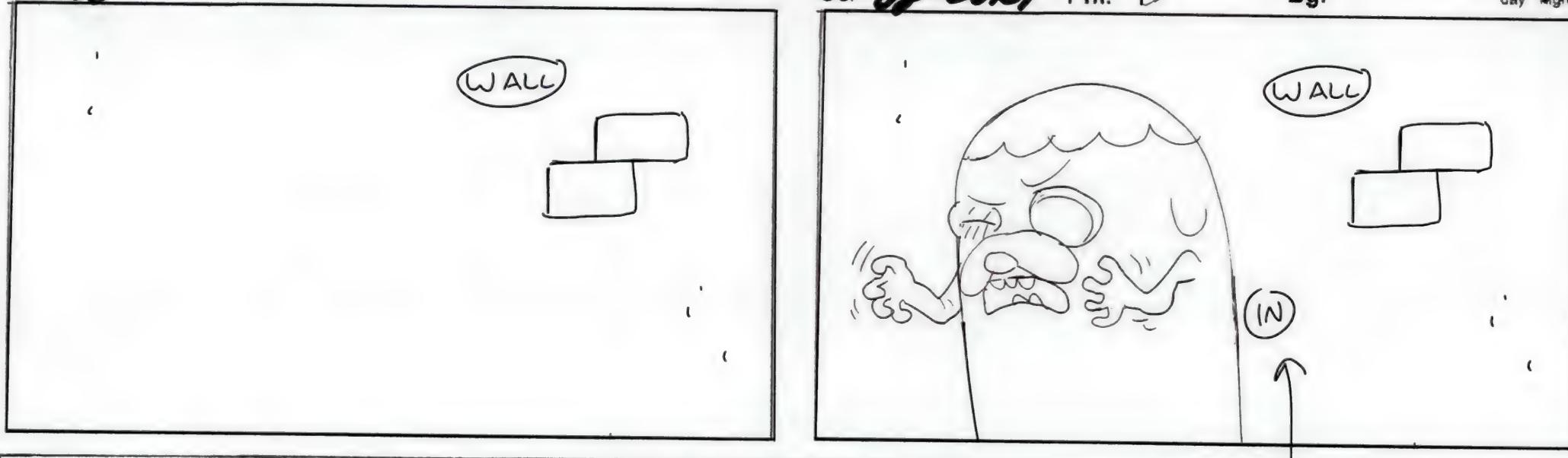
day night

1034-233

EPISODE #

1034/233

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Dialog:

J/ I WAS JUST TRYIN' TO SHAKE THE BUSHES, YOU KNOW?

Action:

- J. STANDS UP INTO FRAME
- J SHAKES HIS HANDS IN A BUSH SHAKING WAY.

Timing:

SEP 10 2015

Production :

1034/233

ADVENTURE TIME



Sc.

Pnl.

Bg.

day night

Sc. 82 cont Pnl. C

Bg.

Page

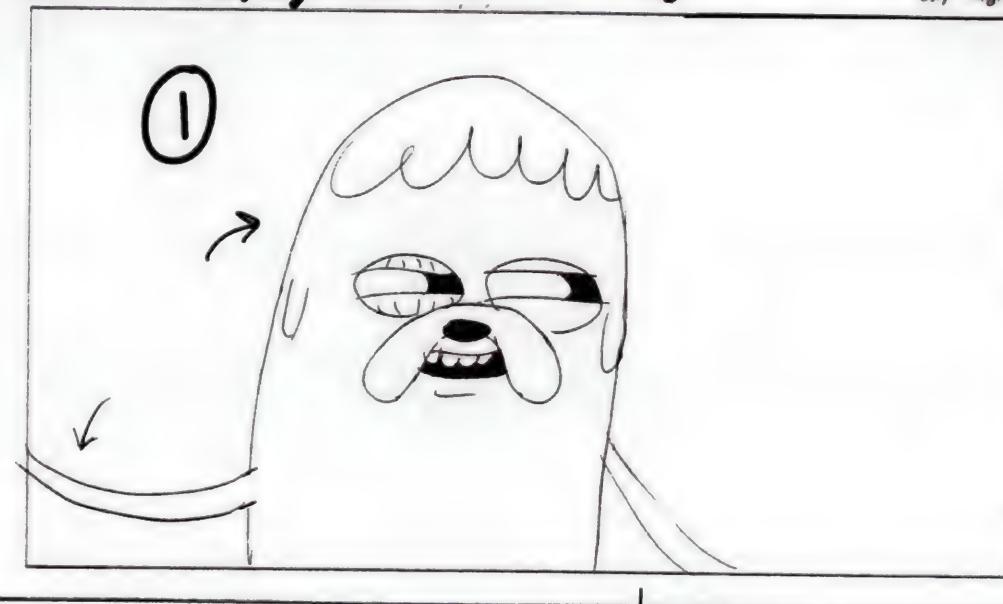
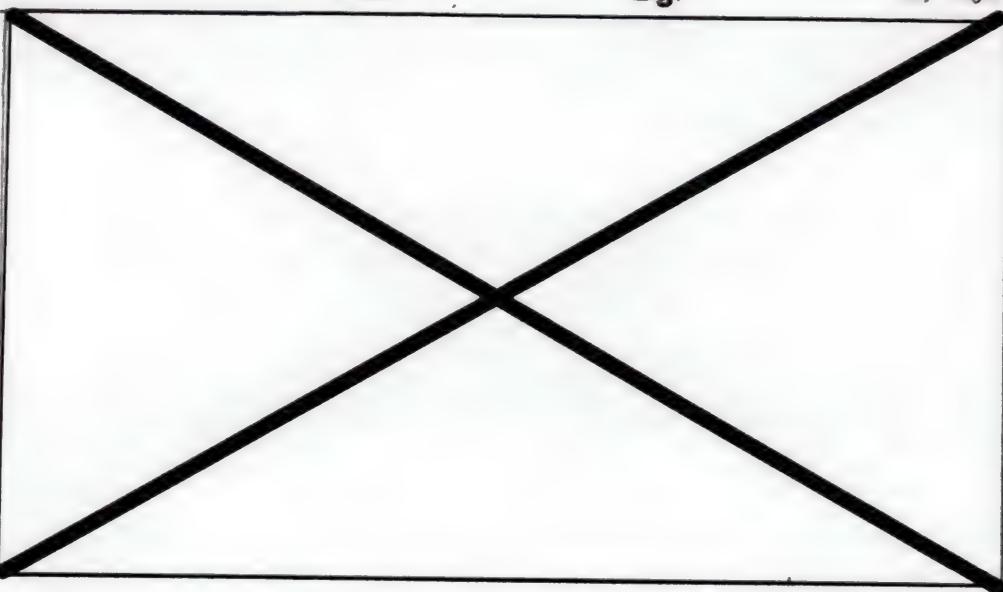
113A

day night

113B NEXT

1034-233

EPISODE #



Dialog:

L: LURE HIM OUT OF HIDING....

Actic

Timin...

- MAKES THE SAME BUNNY HAND
FROM BEFORE.

- exact same poses
as sc. 61, but
with swollen eye

*bunny hand poses
on pg. 113B*

SEP 10 2015

Production :

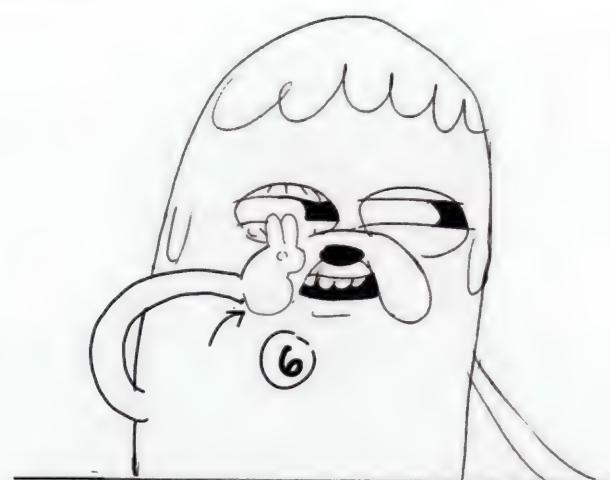
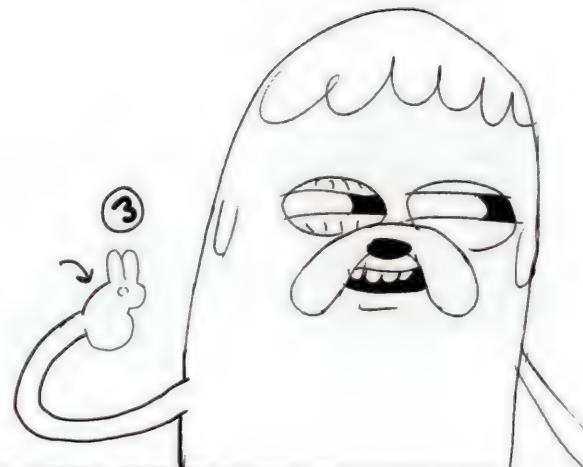
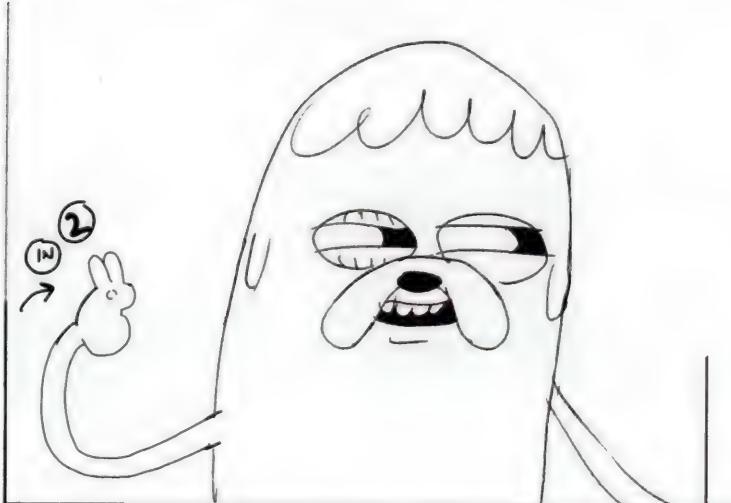
1034/233

ADVENTURE TIME

sc. 82 cont



Page 113 B
114 NEXT



SEP 10 2015

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1034/233

1034-233

1034/233

1034/233

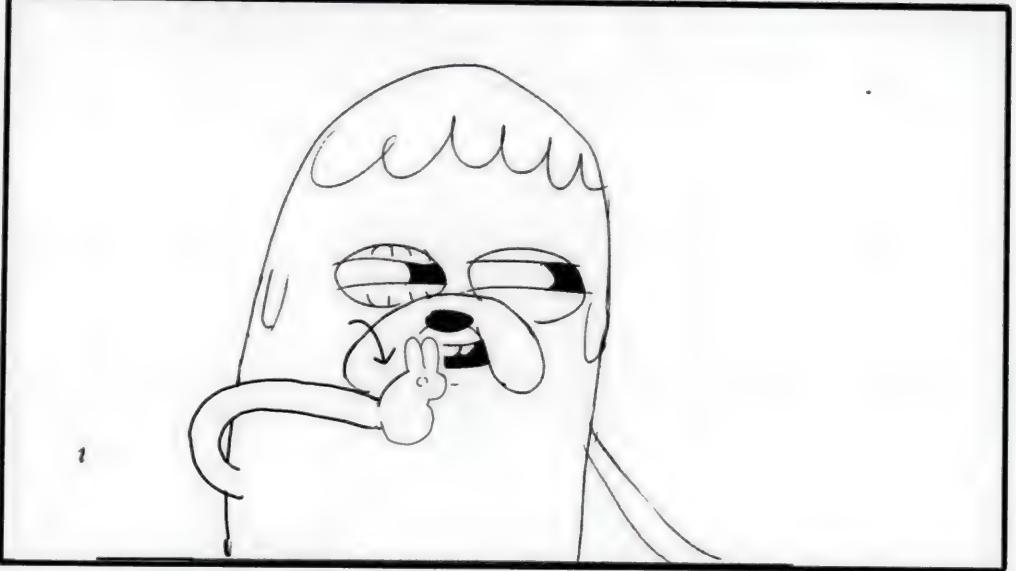
ADVENTURE TIME



day night

Sc. 82 *cont* Pnl. D

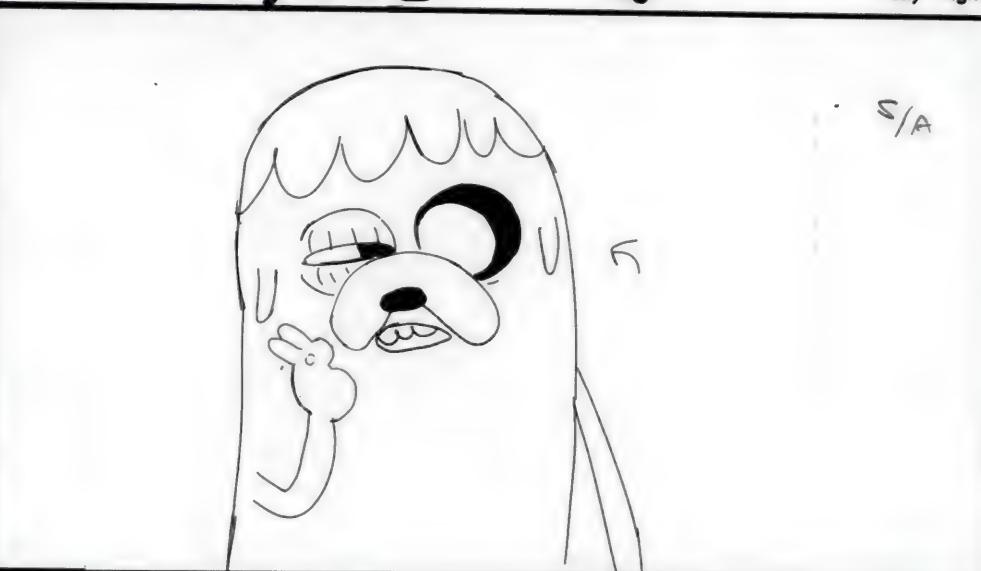
Bg.



Sc. 82 *cont* Pnl. E

Bg.

Page 114
day night



1034-233

EPISODE #

Production :

1034/233

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Dialog:

J/ -- with irresistible--

① Oh hold up I already did this bit.

Action:

TURNS TO LOOK AT BUNNY HAND

Timing:

SEP 10 2015

ADVENTURE TIME



Page 115

Sc. 83

Pnl. A

Bg.

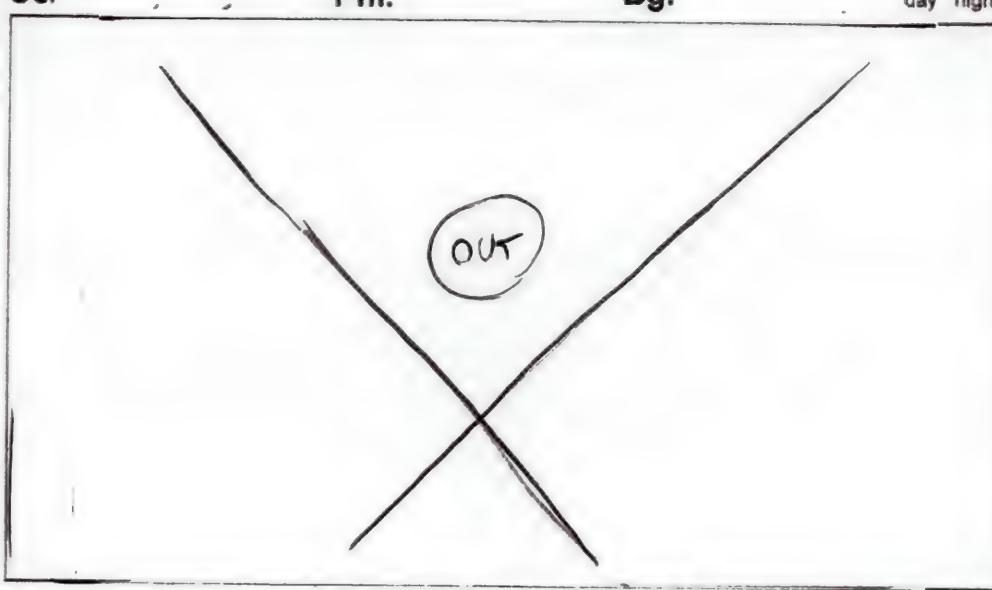
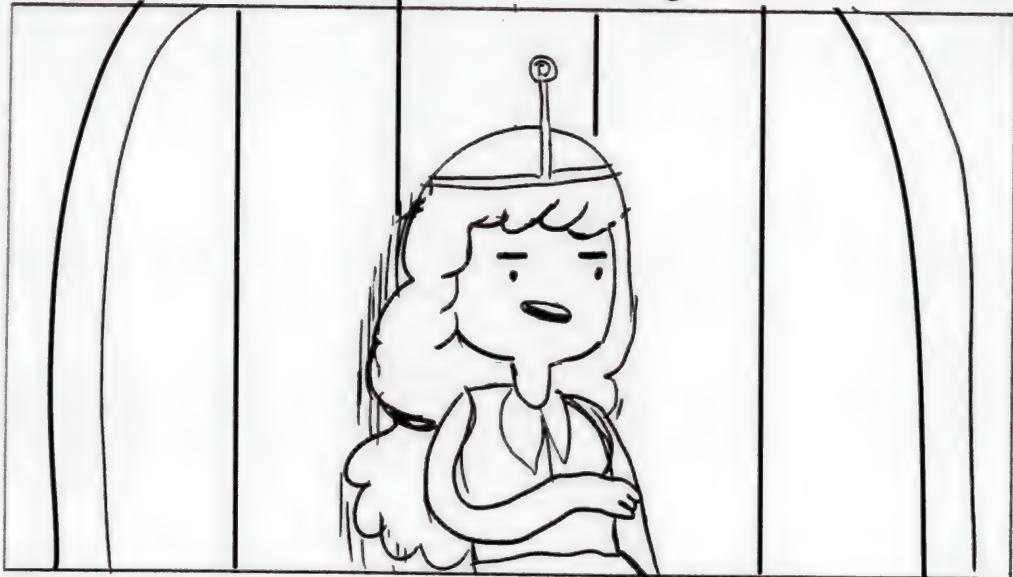
day night

Sc.

Pnl.

Bg.

day night



Dialog:

PB/ WELL YOU GOTTA BE MORE
SUBTLE NEXT TIME...

Action:

PB LEANING AGAINST DOOR, RIGHT HAND RUBS LEFT ARM

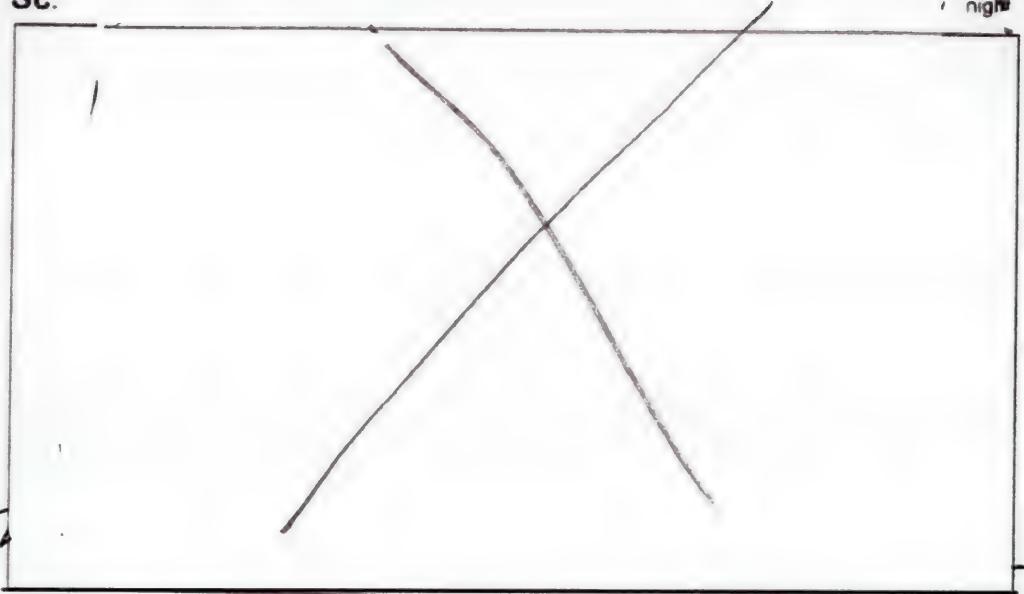
Timing:

SEP 10 2015

1034/233

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Sc.



night

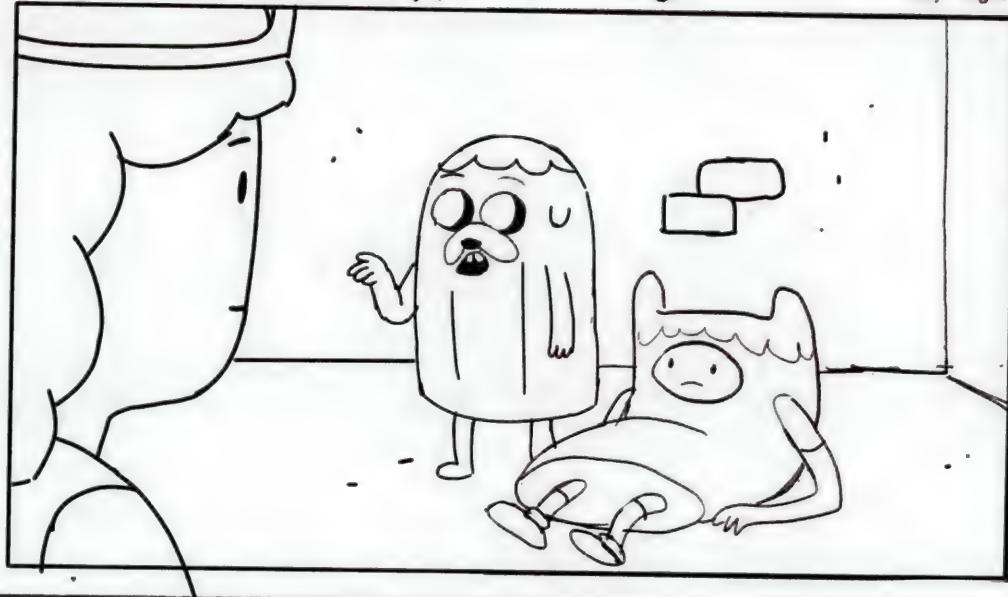
Sc. 84

Pnl. A

Bg.

Page 116

day night



Dialog:

J/ What next time?
They know our faces now.

Action:

J GESTURES WITH HIS RIGHT HAND, EXPLAINING

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME

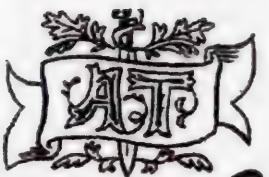
1034/233

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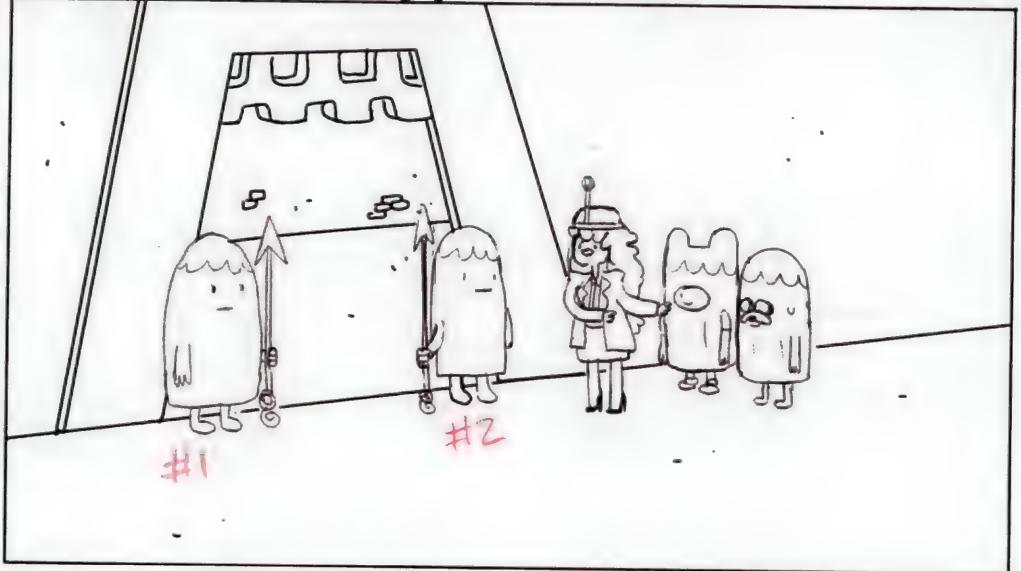
Sc. 85

Pnl. A

Bg.



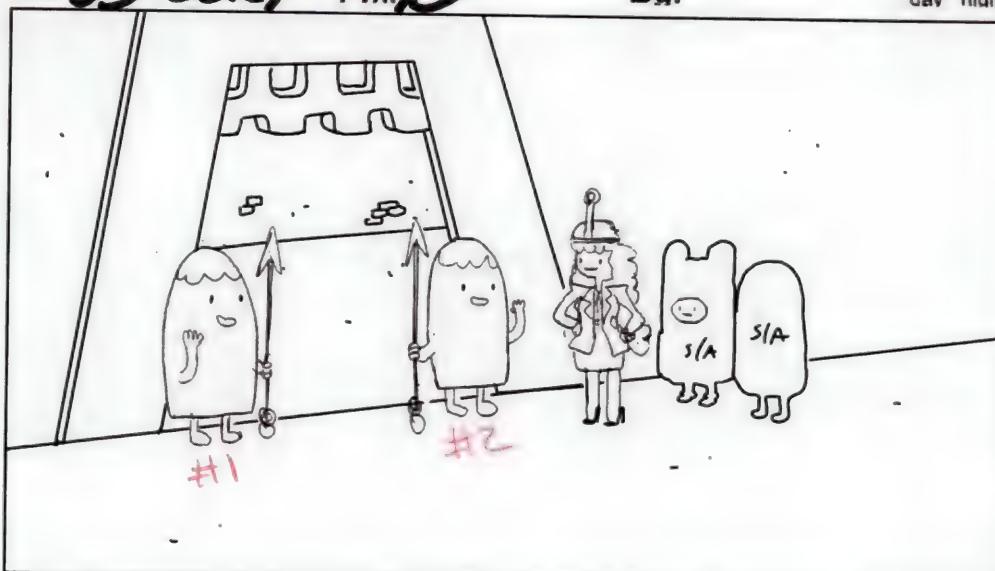
day night



Sc. 85 cont

Pnl. B

Bg.



Page 117
NO PG-118
day night

EPISODE # 1034-233

1034/233

Dialog:

PB/ BANANA GUARDS, PLEASE WELCOME THESE
NEW RECRUTS!!!

BG #1: HELLO

BG #2:

Action:

- PB GESTURES TO F+J IN THE SAME
GET UPS.

- CAMERA PANS OVER TO THE BGS, WHO BOTH WAVE TO
F+J

Timing:

SEP 10 2015

Production :

1034/233

ADVENTURE TIME

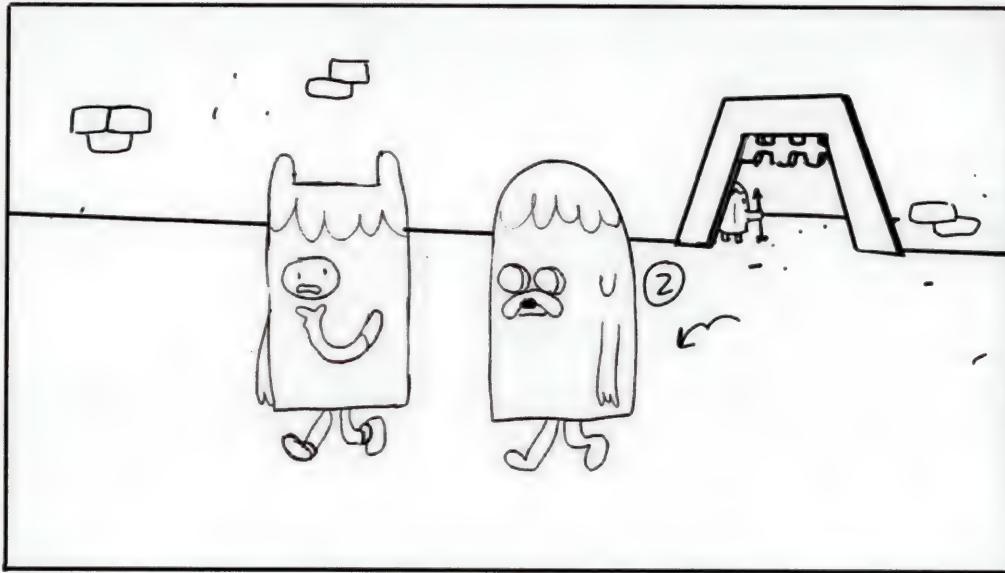


Sc. 87

Pnl.A

Ba.

day night

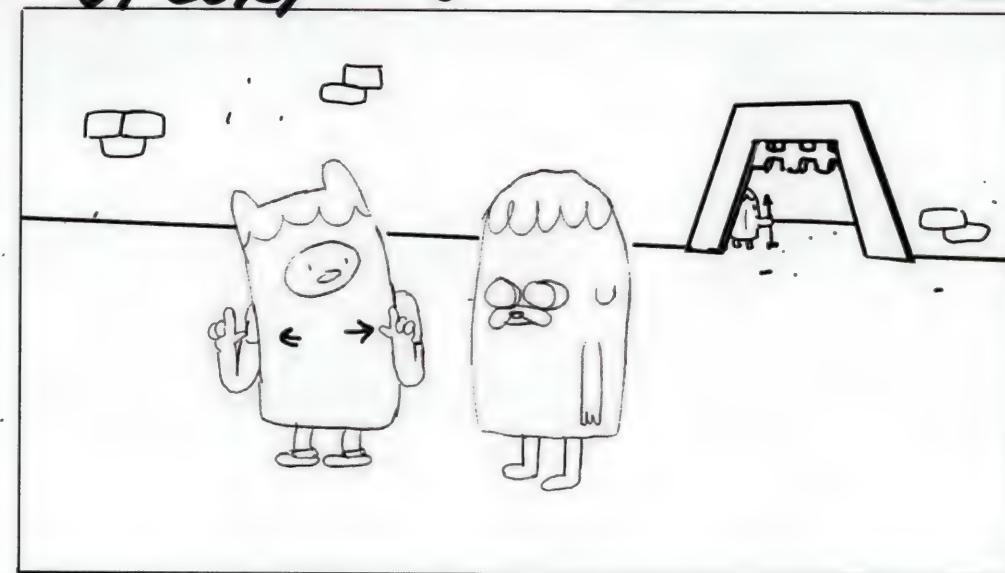


Sc. 87 cont Pnl B

Ba.

Page 119

day night



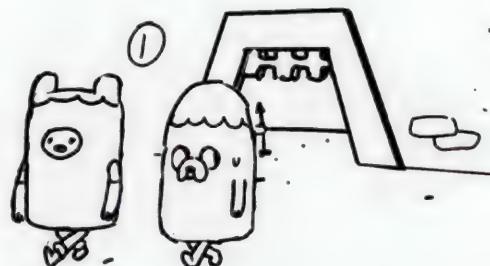
Dialog:

F/ OKAY, SUBTLE....

F/MAYBE WE SHOULD SPLIT UP AND JUST LOOK AROUND. COVER MORE GROUND THAT WAY.

Action:

BOTH WALKIN IN FINN HAS HAND UNDER FACE/CHIN THINKING ABOUT WHAT TO DO.



THEY STOP. FINN MAKES HIS POINTY HANDS SPLIT APART AS TO PHYSICALLY ENVISION THE IDEA.

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Production :

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1034/233

1034/233

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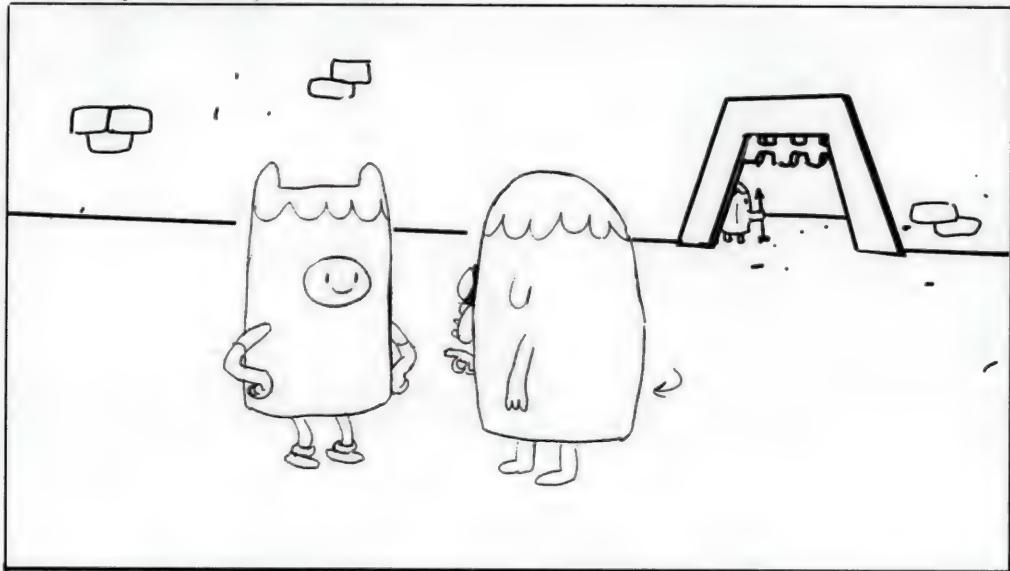
ADVENTURE TIME



Sc. 87 cont Pnl. C

Ba.

day night

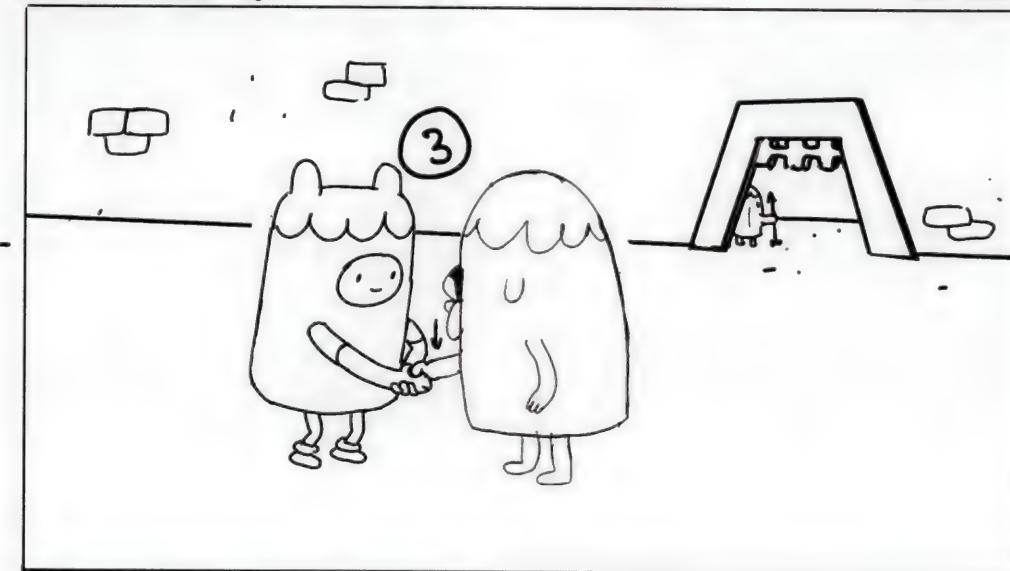


Sc. 87 cont Pnl. D

Ba.

Page 120

day night



EPISODE # 1034-233

Dialog:

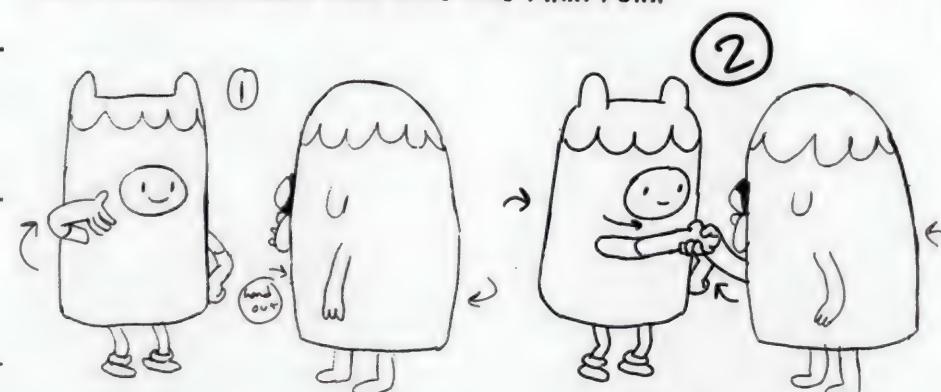
J/ NOW THAT'S SOME DETECTIVE THINKIN' FINN.

BOTH GRASPS HANDS AND GIVE ONE FIRM PUMP

Action:

FINN TURNS TO LOOK AT JAKE, JAKE ONLY ROTATES HIS TOP HALF TO LOOK AT FINN, AND POINTS

Timing:



SEP 10 2015

1034/233

1034/233

ADVENTURE TIME

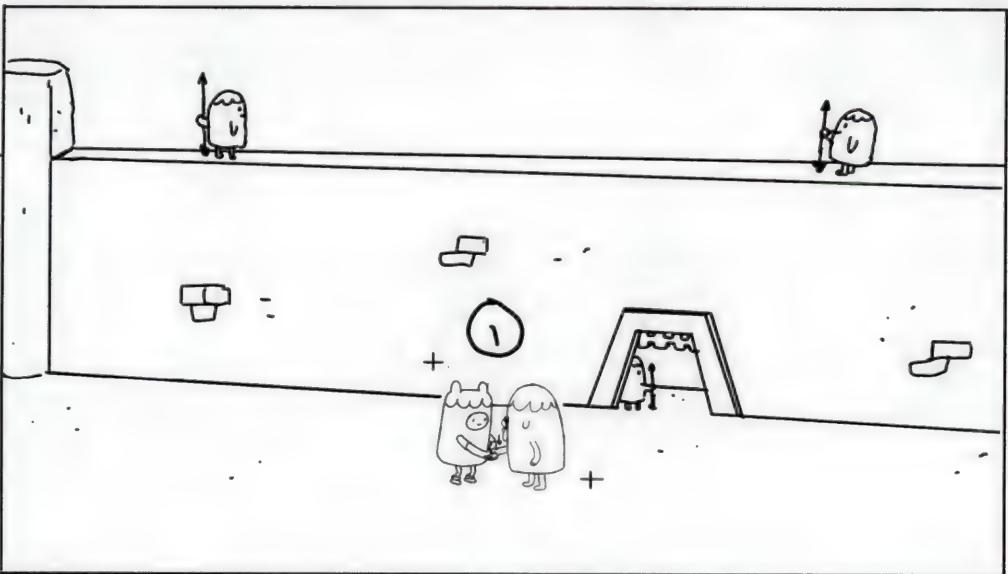


Sc. 88

Pnl. A

Bg.

day night

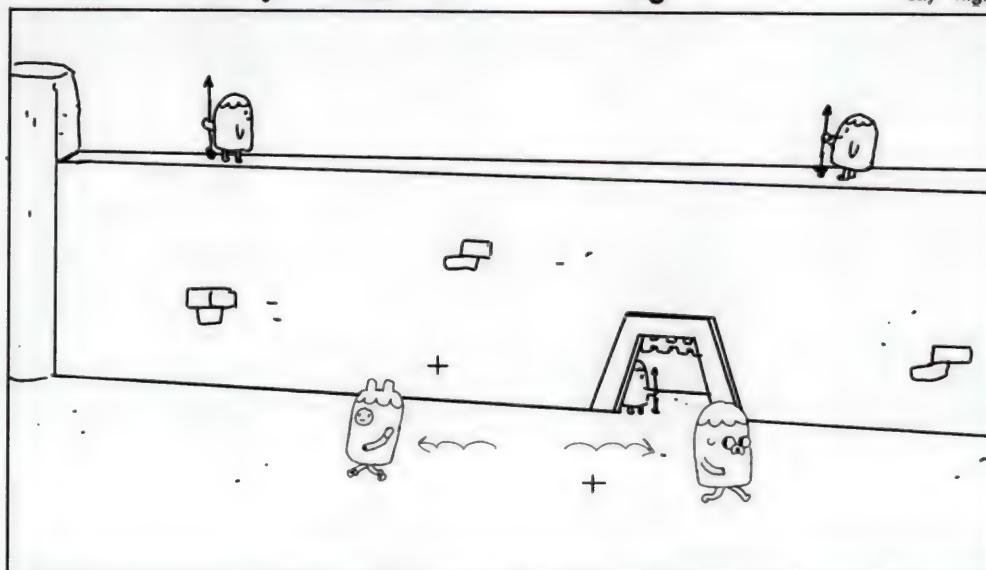


Sc. 88 cont Pnl. B

Bg.

Page 121

day night

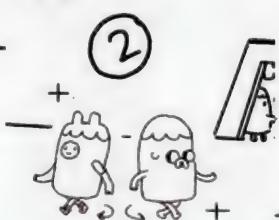


Dialog:

Action:

THEY WALK IN DIFFERENT DIRECTIONS, BGS ON TOP OF WALL IDLE

Timing:



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Production:

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1034/233

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ADVENTURE TIME



Sc. 89

Pnl. A

Bg.

day night

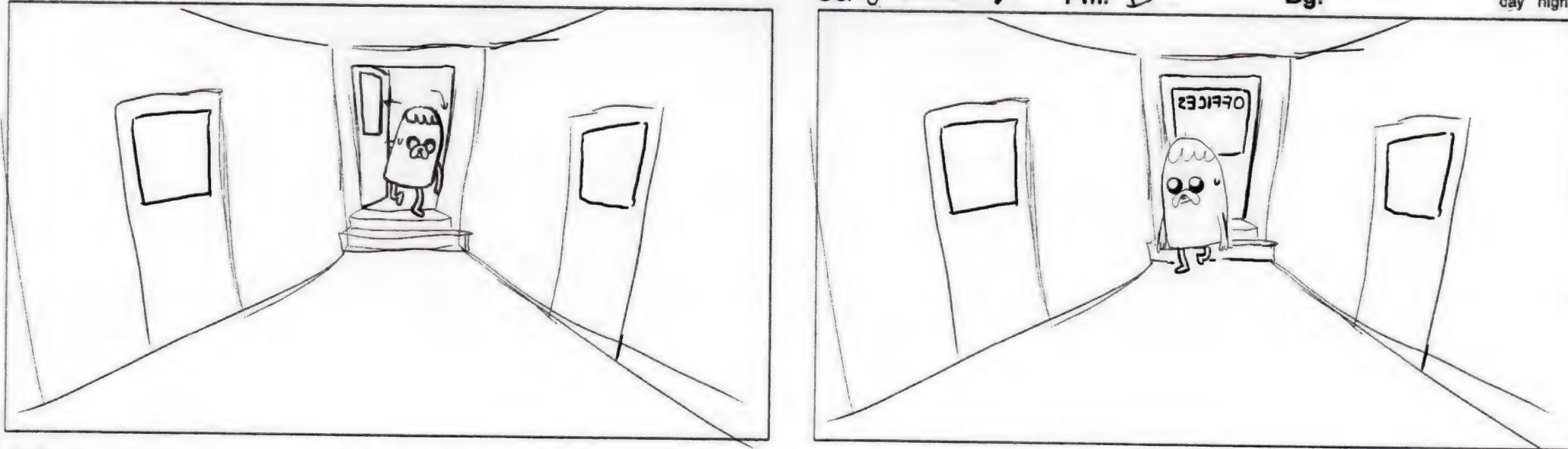
Sc. 89 cont

Pnl. B

Bg.

Page 122

day night



Dialog:

SFX: * SHUT *

Action:

- J OPENS DOOR COMING IN FROM OUTSIDE



-JAKE WALKS IN, SHUTS DOOR BEHIND HIM.

Timing:

SP

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EPISODE #

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Production :

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ADVENTURE TIME

1034/233

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Sc. 89 oont

Pnl. C

Bg.

day night

Sc.

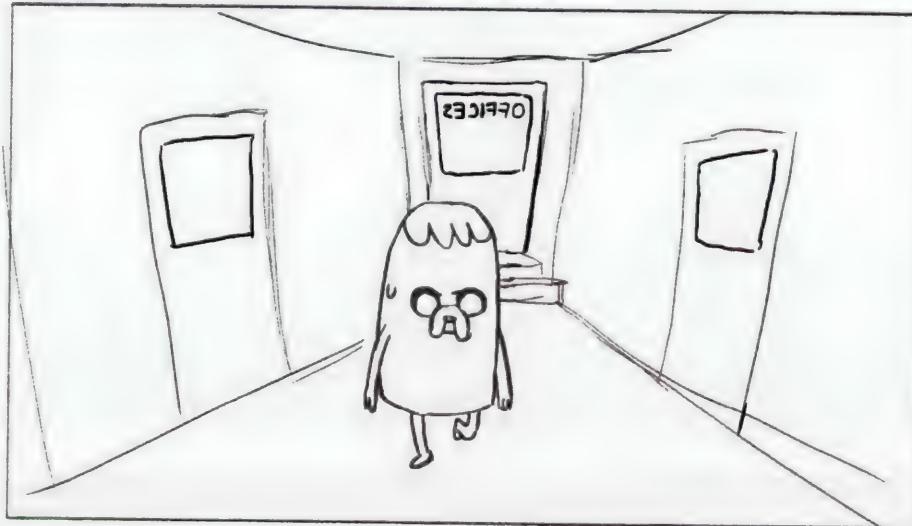


Dialog:

Action:

- JAKE WALKS TOWARDS FIRST DOOR

Timing:



①

Pnl.

Bg.

NO SC'S
90-91

Page 123
NO PGS 624-127
day night

EPISODE # 1034-233

Production :

SEP 10 2015

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1034/233

ADVENTURE TIME

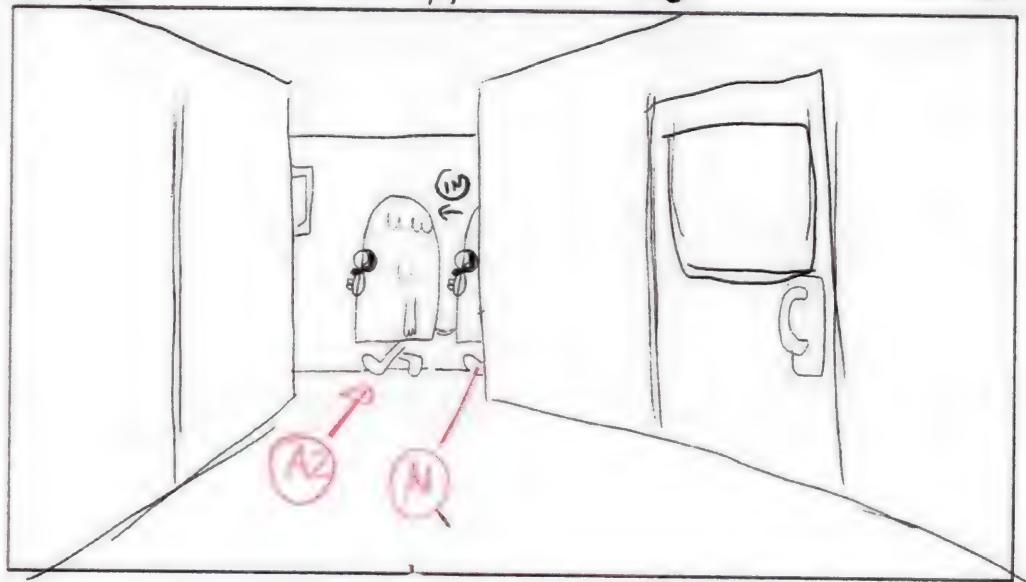


Sc. 92

Pnl. A

Bg.

day night

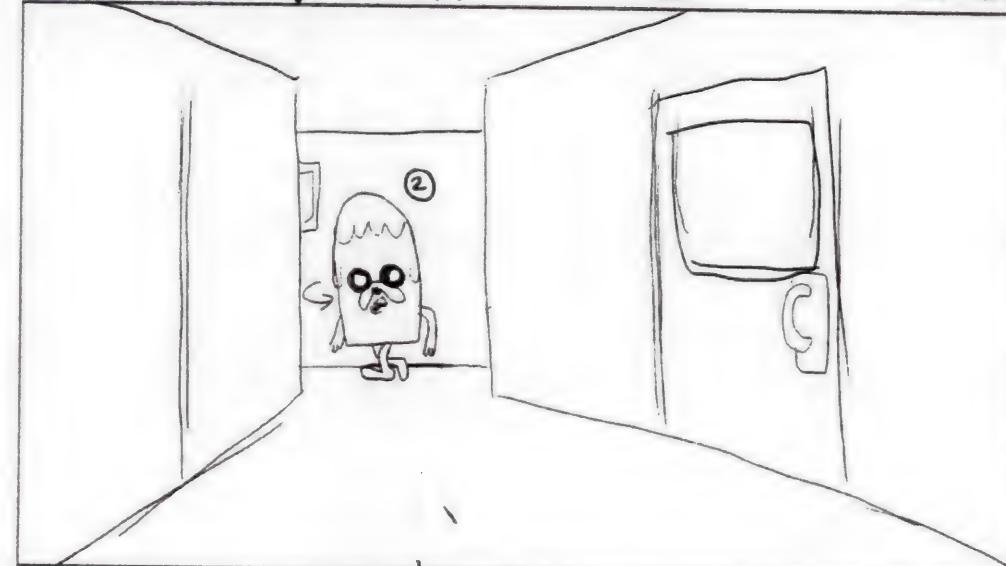


Sc. 92 cont Pnl. B

Bg.

Page 128

day night



1034-233

EPISODE #

Dialog:

SFX: BRRBBRR!!!!

(SOFT HORSE NOISE???)

J/ What the.. horse??

Action:

JAKE WALKS IN

JAKE STOPS AND TURNS!

Timing:

SEP 10 2015

Production :

1034/233

ADVENTURE TIME



Sc. 92 cont

Pnl. C.

Bg.

day night

Sc. 93

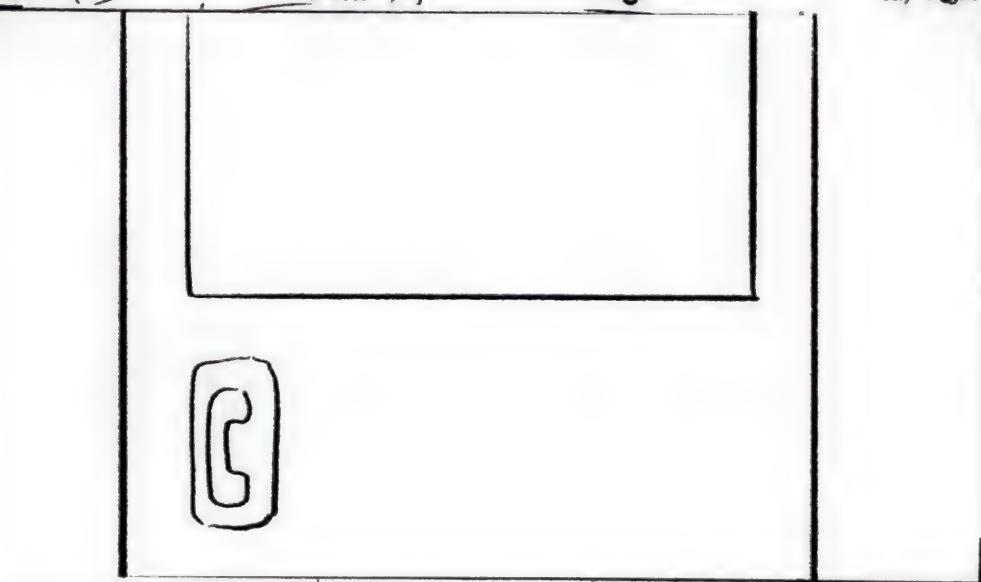
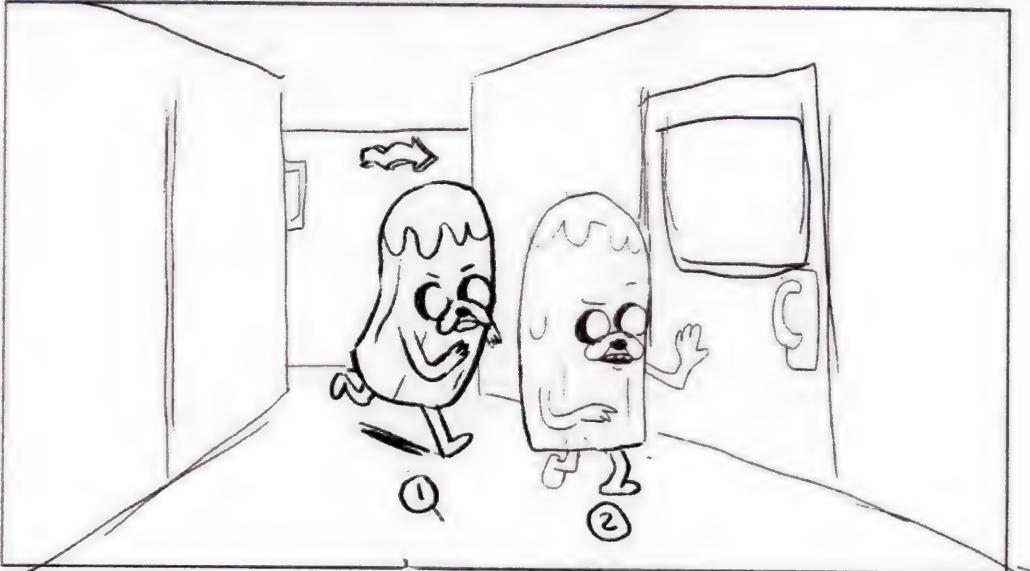
Pnl. A

Bg.

Page 129

day

129 ANEXT



1034-233

EPISODE #

Dialog:

Action:

J WALKS OVER TO DOOR AND PUTS HIS ARM OUT TO OPEN IT

Timing:

SEP 10 2015

Production:

ADVENTURE TIME



Sc. 93 cont Pnl. B

Bg.

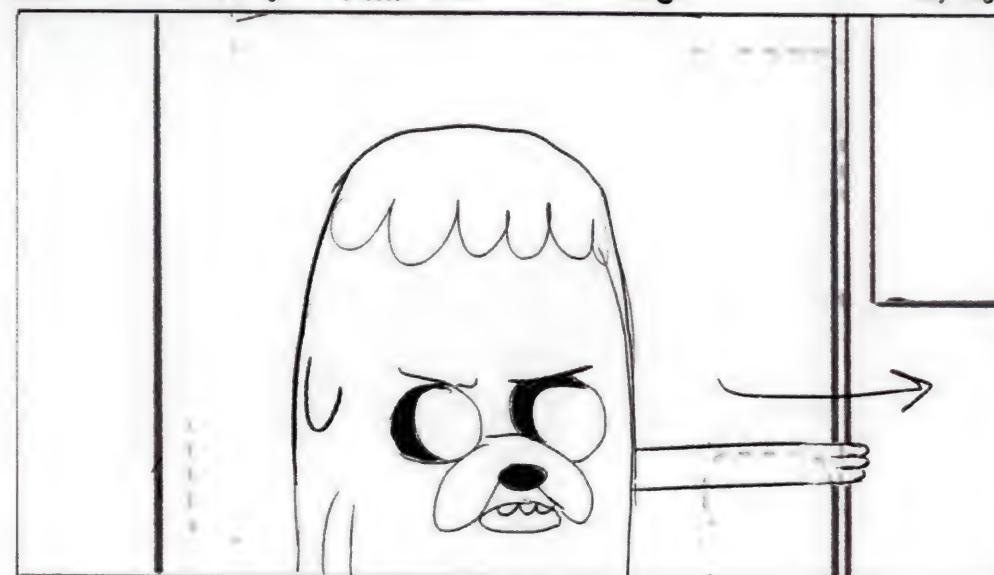
day night



Sc. 93 cont Pnl. C

Bg.

day night



129A

Page

130 NEXT

EPISODE #

Dialog:

J/ HEY MAN IS THERE A HORSE IN-

Action:

J OPENS DOOR AND ASKS HIS
QUESTION AT THE SAME TIME

Timing:

SEP 10 2015

Production :

1034/233

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ADVENTURE TIME

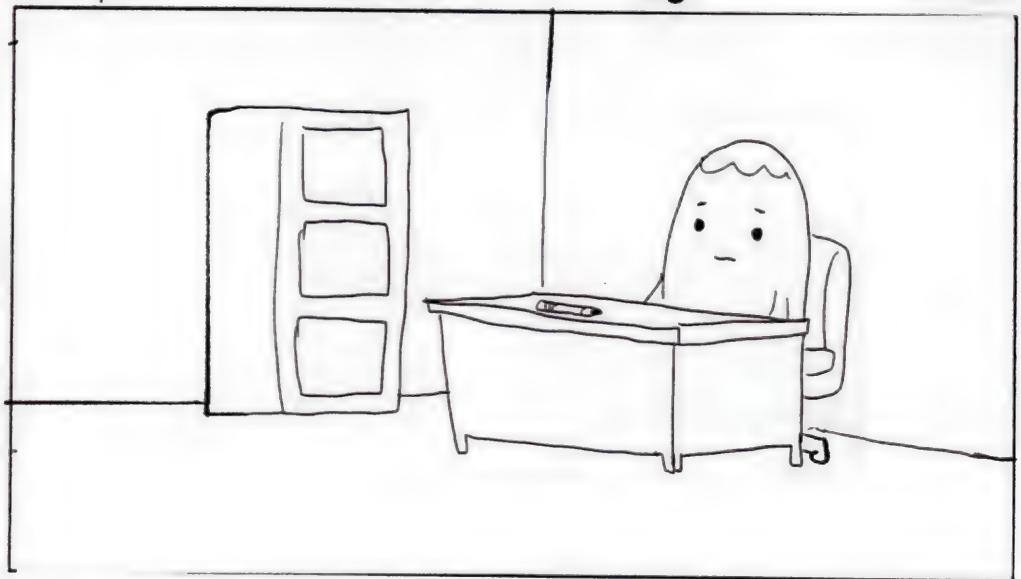


Sc. 94

Pnl. A

Bg.

day night



Sc. 94 cont Pnl. B

Bg.

Page 130

day night



EPISODE #

1034-233

1034/233

Dialog:

SFX/ UNSEEN DRAWER DOOR CLOSING

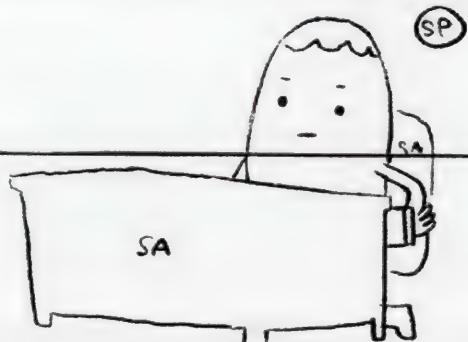
BG#1: HMM?

Action:

YOU SEE HIS ARM MOVE TO CLOSE THE ^{DRAWER} AND HE LOOKS UP

PLACES HANDS ON DESK AND LEANS FORWARD

Timing:



SEP 10 2015

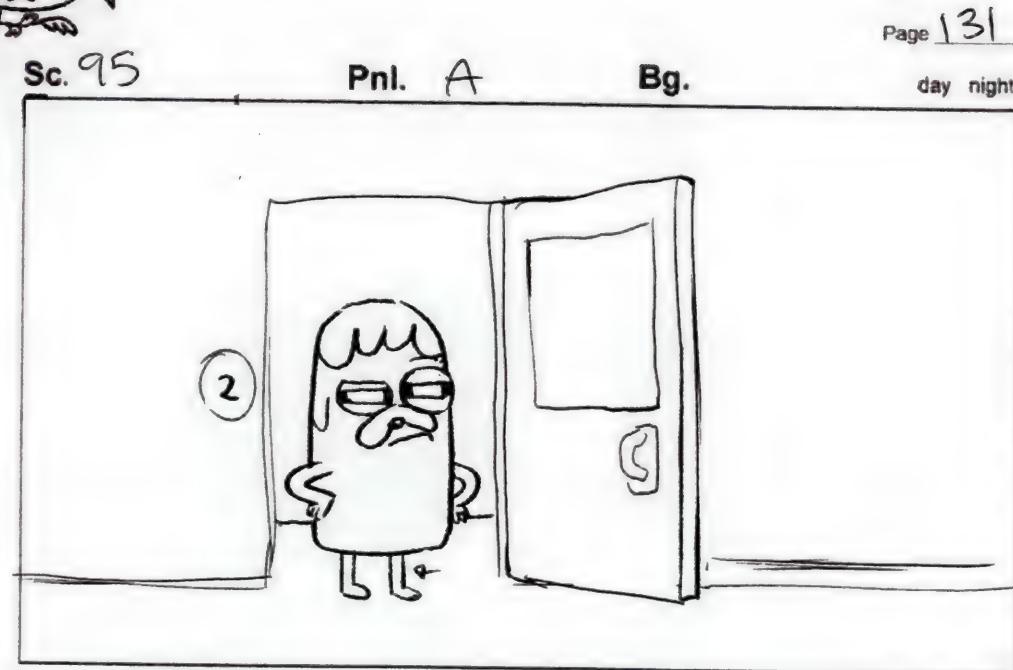
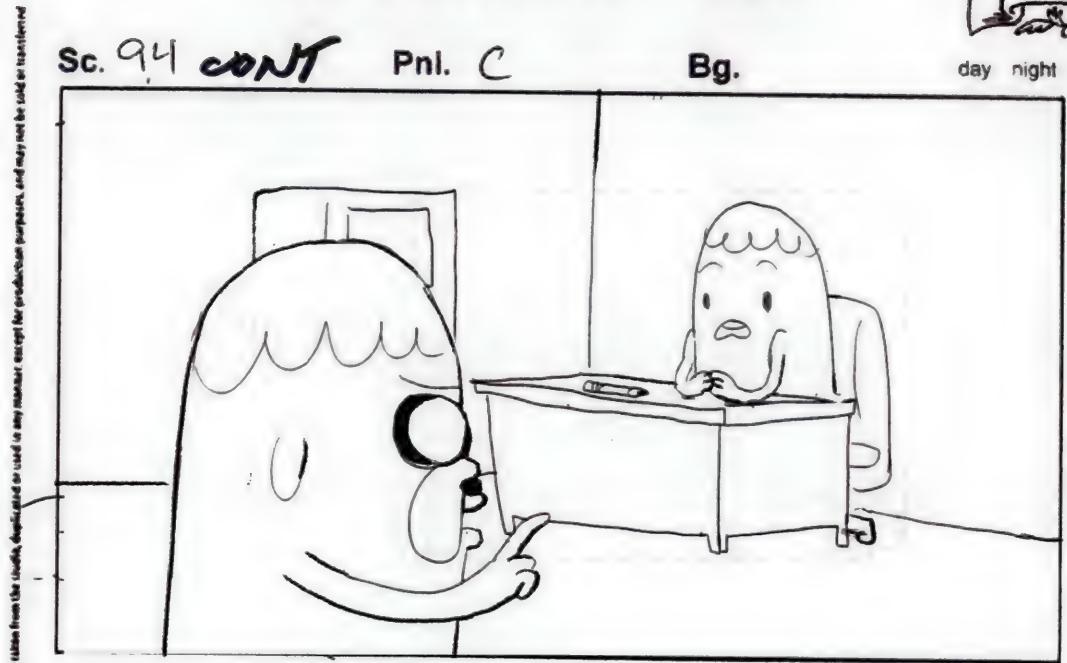
Production :

1034/233

ADVENTURE TIME



1034/233



EPISODE# 1034-233

Production #

1034/233



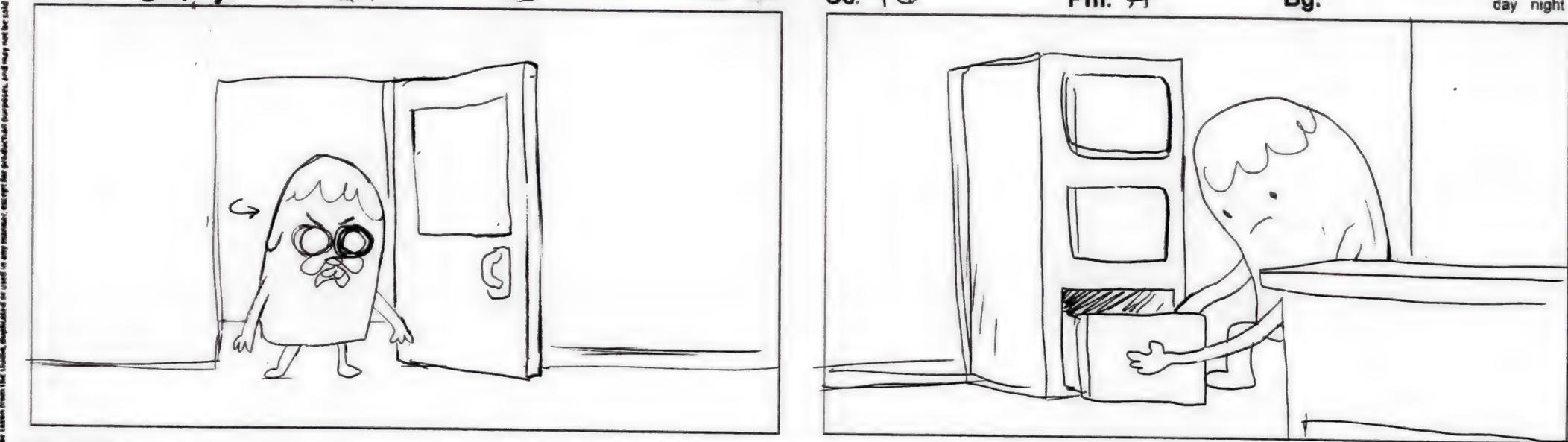
Production :

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ADVENTURE TIME



Sc. 95 *cont* Pnl. B. Bg. day night Sc. 96 Pnl. A. Bg. day night



Dialog:

SFX / NEIGH

J/ WUH-

Action:

- J WHIPS HIS HEAD ONLY AROUND AT THE NOISE!

- BG IS LOOKING AT SOMETHING IN THE FILE CABINET

Timing:

SEP 10 2015

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Production :

1034/233

ADVENTURE TIME



Sc. 96 cont Pnl. B

Bg.

day night

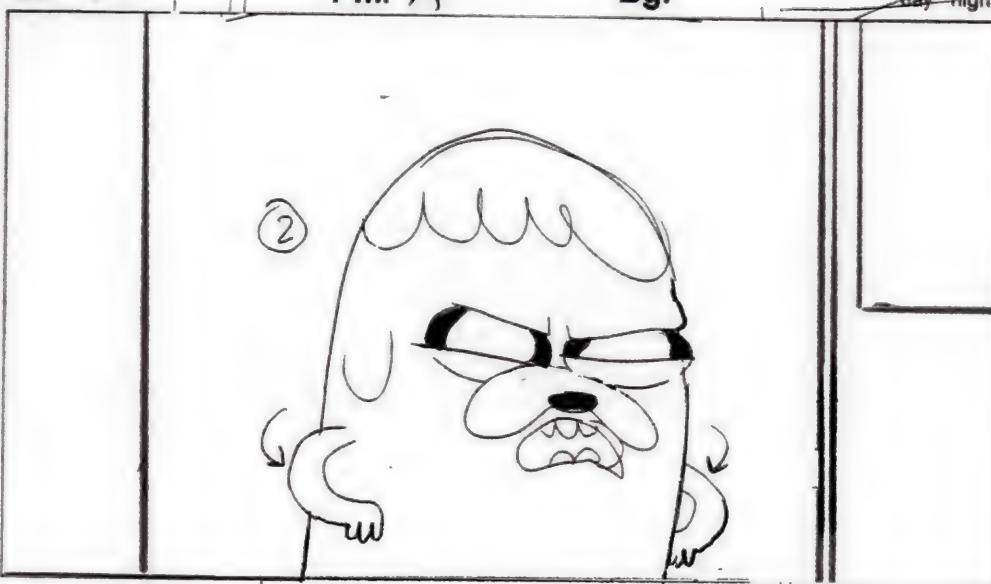
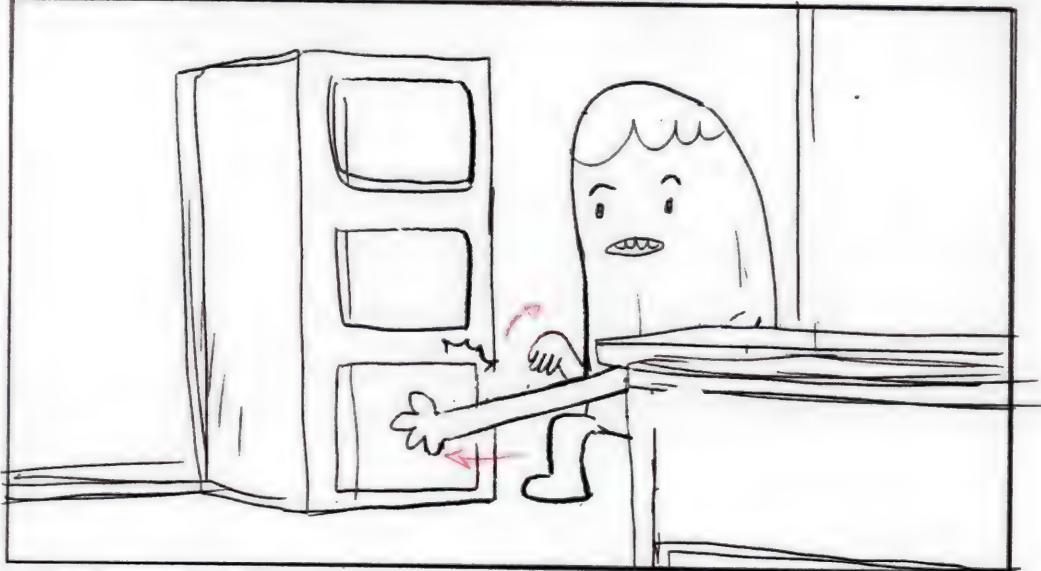
Sc. 97

Pnl. A

Bg.

Page 133

day night



EPISODE #

1034-233

1034/233

1034/233

Dialog:

BG#1: FILES.

(J) WHAT? (1)



Action:

- BG#1 QUICKLY SHUTS THE DRAWER AND LOOKS UP AT .

- J PLACES HANDS ON HIPS, NARROWS EYES

Timing:

SEP 10 2015

Production :

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1034 / 233

1034-233

EPISODE #

Production:

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Page 134

day night

Bg.

Pnl. B



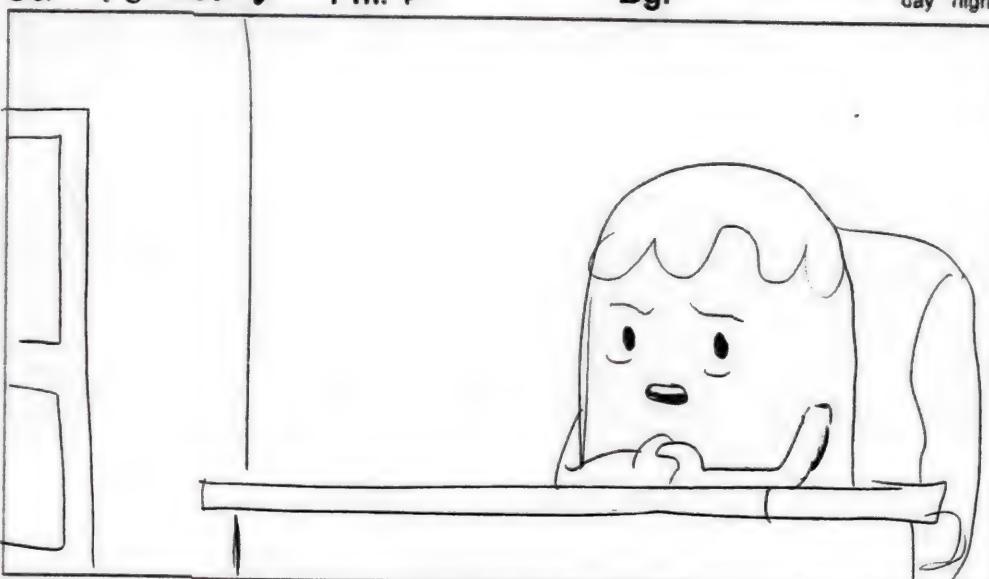
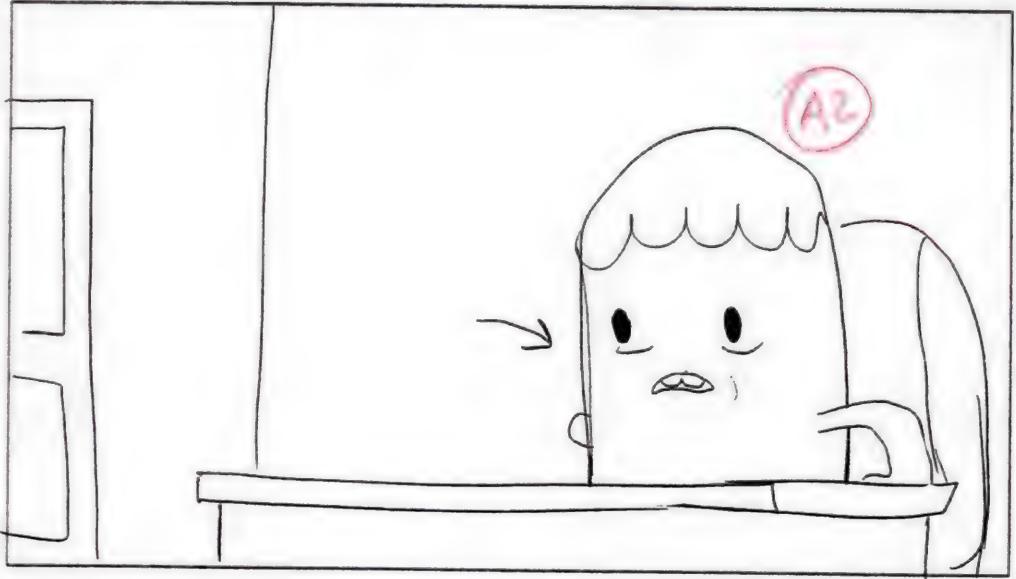
day night

Sc. 98 cont

Pnl. A

Bg.

Sc. 98



Dialog:

BG#1: ALL FILES.

BG#1: PLEASE GO AWAY.

Action:

Goes to sit back in his desk, eyes the file cabinet while he does.

CLASPS HANDS TOGETHER AND STARES AT JAKE

Timing:

SEP 10



ADVENTURE TIME



Page 135

Sc. 99

Pnl. A

Bg.

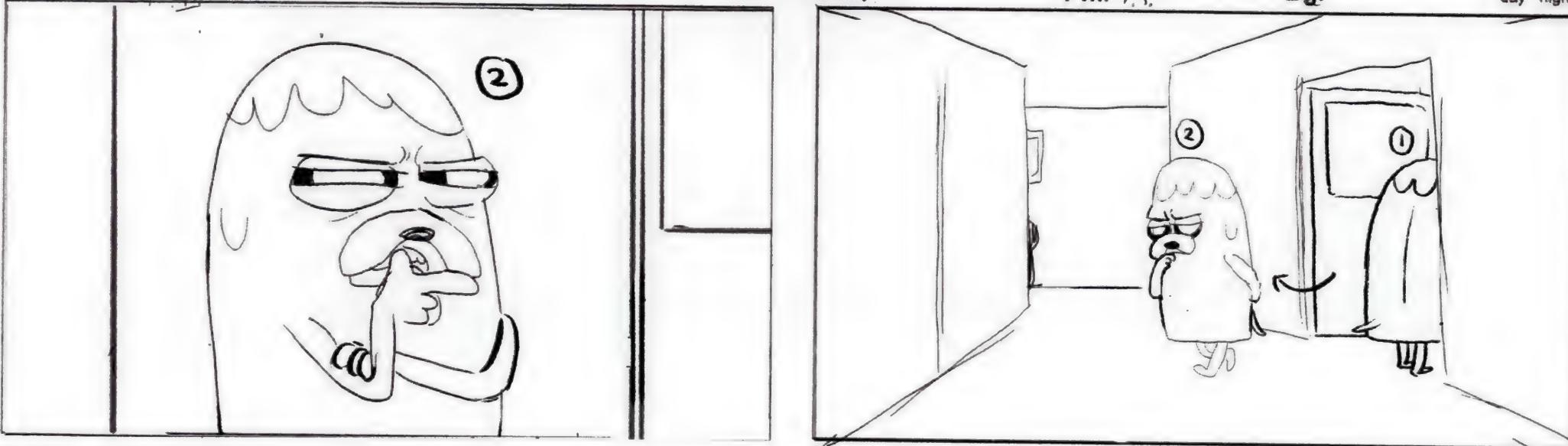
day night

Sc. 160

Pnl. A

Bg.

day night



Dialog:

① J/ mmmmm ... ② OKAY.

Action:

- JAKE GIVES HIM THE STAREDOWN, ARMS CROSSED, BUT POINTS UP

Timing:



① J WALKS OUT OF THE DOORWAY

SEP 10 2015

Production :

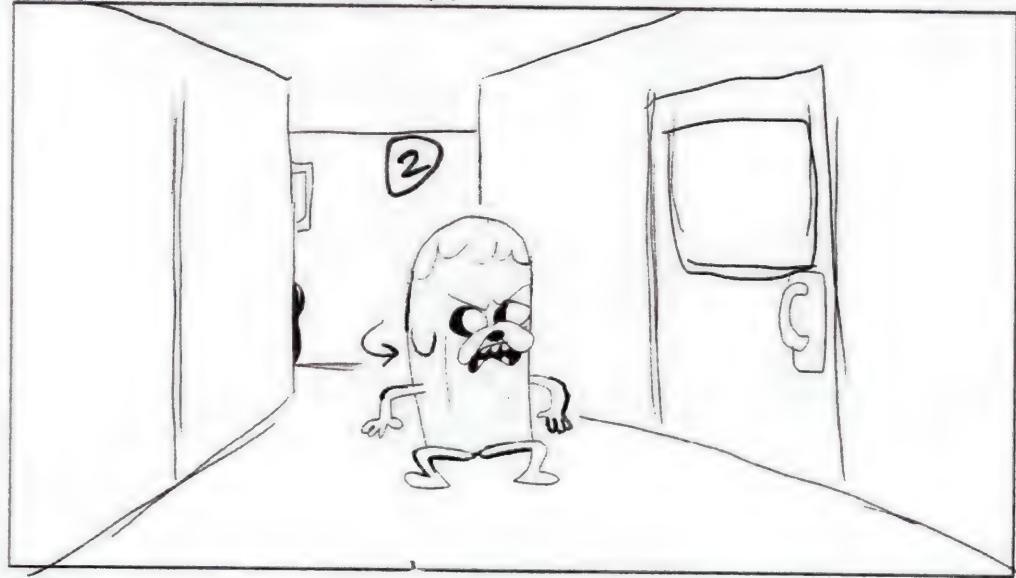
EPISODE # 1034-233

1034/233

Sc. 100 cont Pnl. B.

-B-

day night

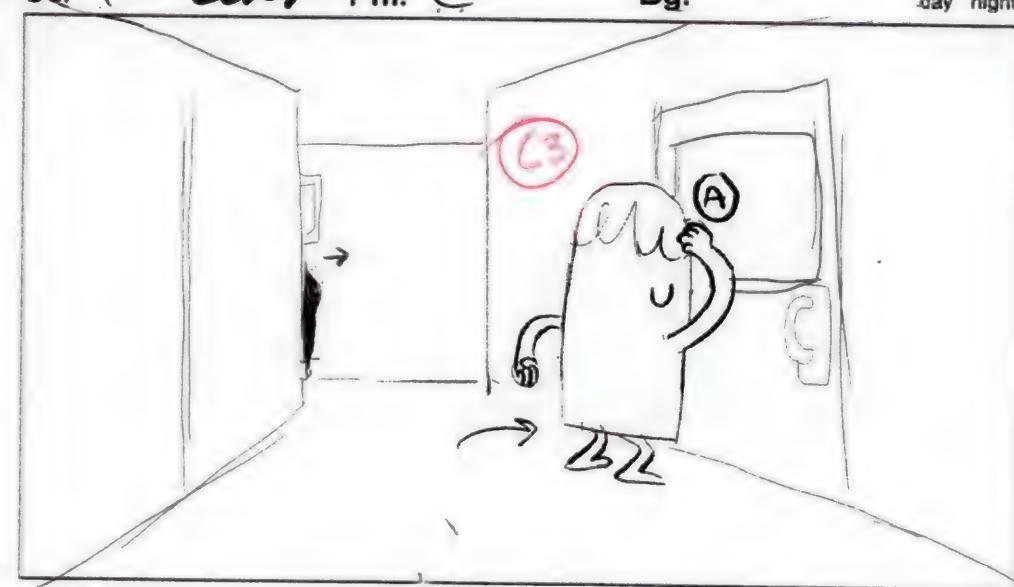


Sc. 100 cont Pnl. C.

Bg.

Page 136

day night



EPISODE #

1034-233

Production

Dialog:

J: Hey!!

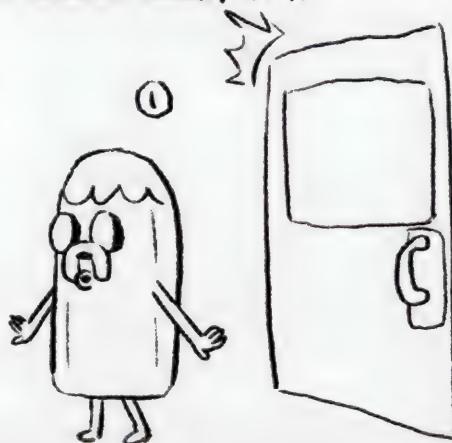
SFX: *SLAM - NEIGH*CLICK

J: I WANT BACK IN THERE
NOW, C'MON!

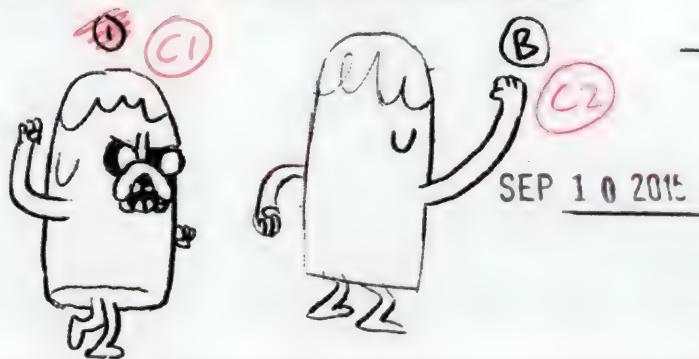
Action: DOOR CLOSES REAL QUICK AND LOCKS BEHIND J,
J TURNS AROUND ANGRY AT IT

J BANGS ON THE DOOR WITH RIGHT HAND!
A DARK FIGURE SLIDES OUT FROM BEHIND THE CORNER

Timing:



①, THEN CYCLE
Ⓐ, Ⓑ, Ⓒ, Ⓓ, etc.



SEP 10 2015

1034/233

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1034/233

ADVENTURE TIME

Sc. 100 cont Pnl. D

Bg.



day night

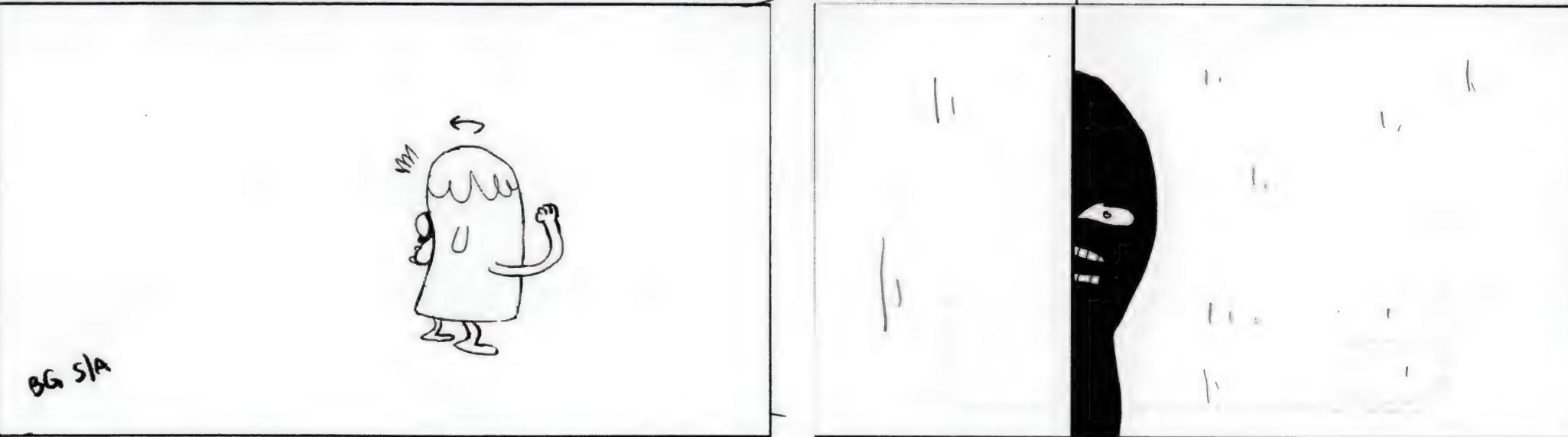
Sc. 101

Pnl. A

Bg.

day night

Page 137



Dialog:

DUMMY: [WHISPER] I LOVE YOU...

SFX/ LIGHT WIND IN THE DISTANCE

Action:

- J TURNS AROUND TO NOTICE THE DARK FIGURE

- DUMMY

STARES UNMOVINGLY

DARK FIGURE SLOWLY SLIDES BACK BEHIND
THE CORNER

Timing:

SEP 10 2015

Production :

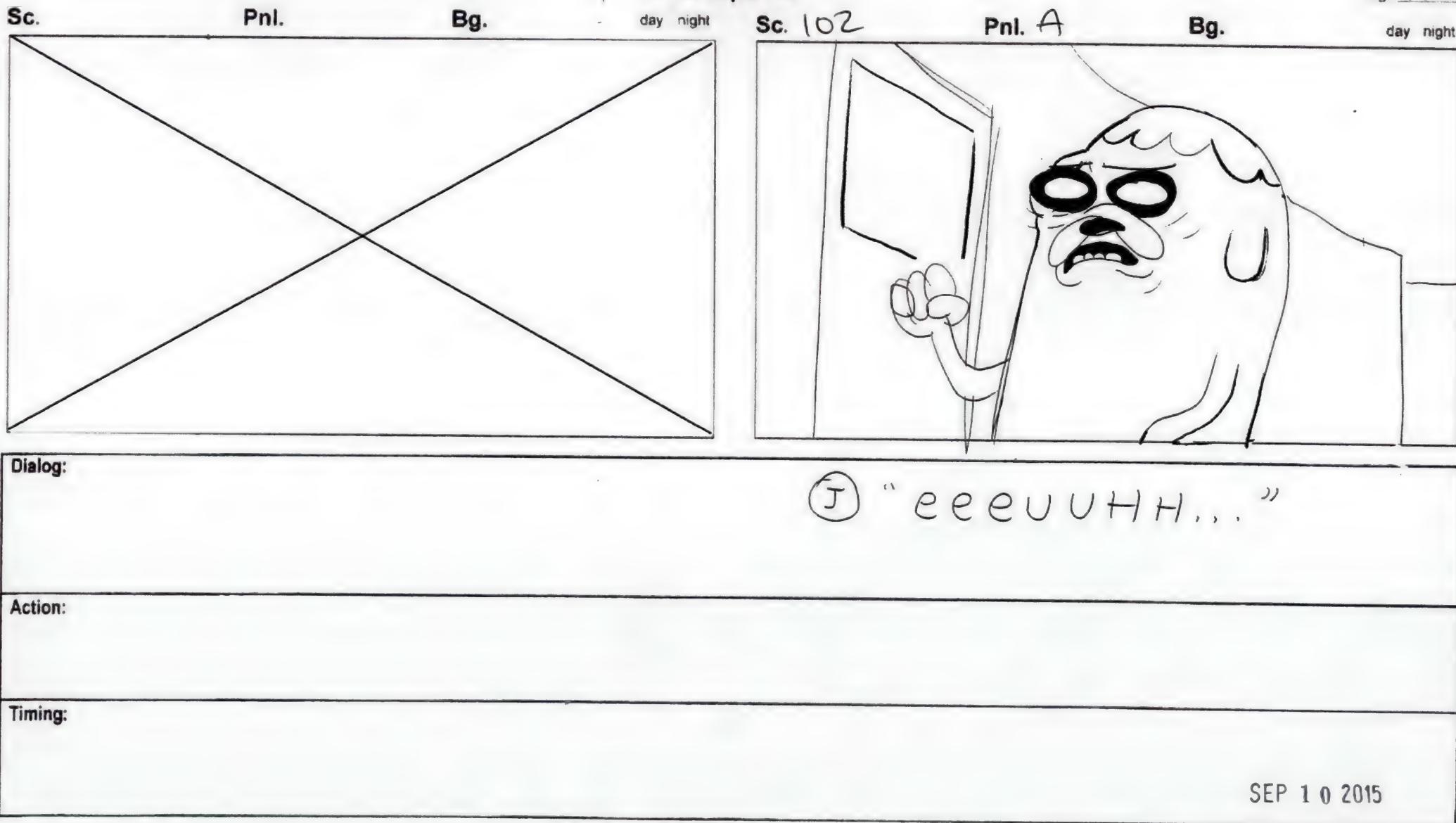
EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 138



1034/233

ADVENTURE TIME



Sc. 102 cont Pnl. B

Bg.

day night

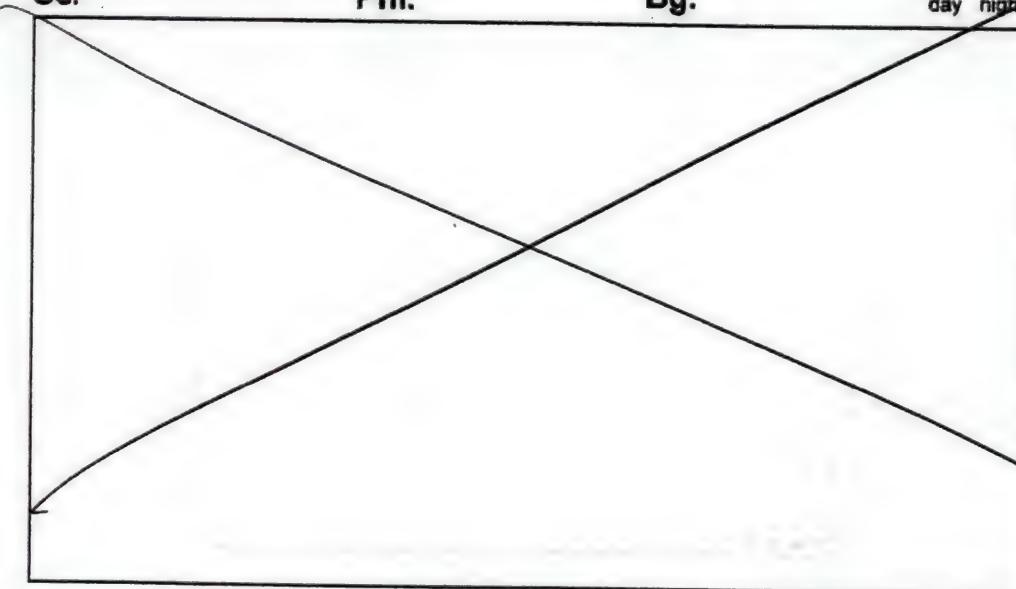
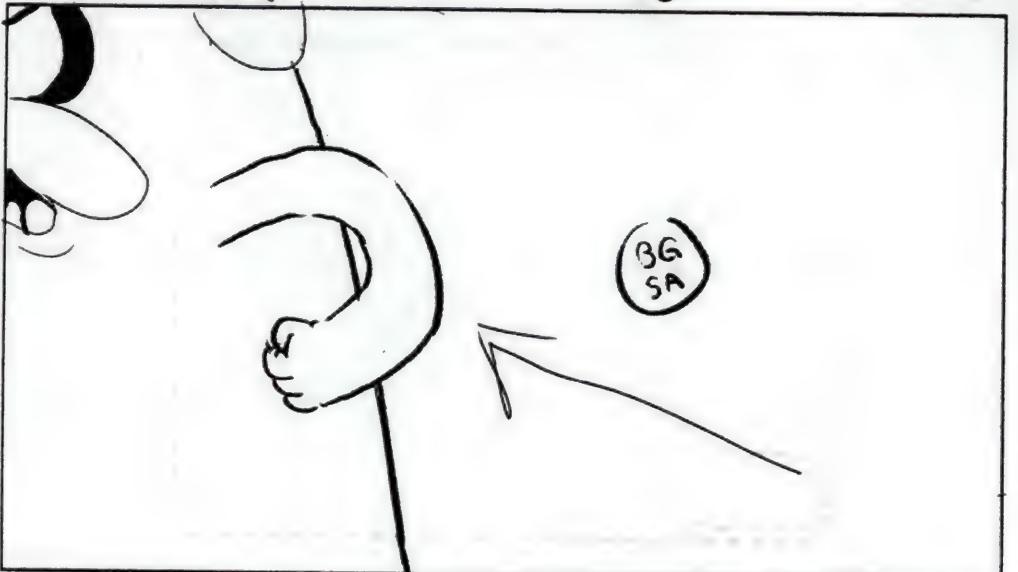
Sc.

Pnl.

Bg.

Page 139

day night



EPISODE # 1034-233

Production :

1034 / 233

Dialog:

Action:

- DETERMINED BUT SCARED, JAKE RUNS OFF AFTER IT

Timing:

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1034 / 233

ADVENTURE TIME



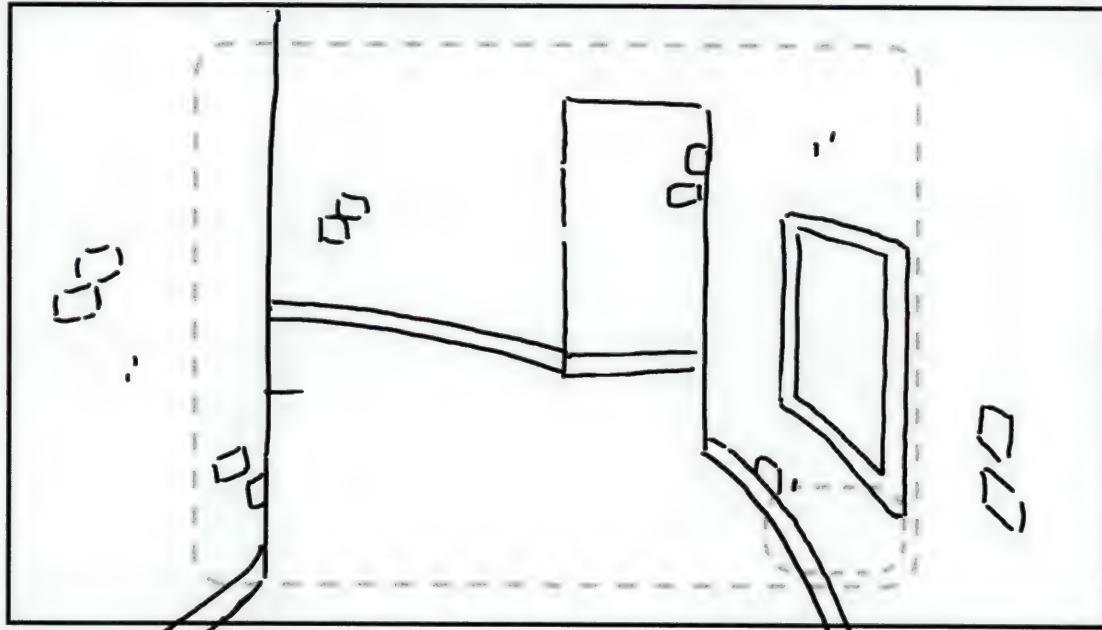
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Sc. 103

Pnl. A

Bg.

day night

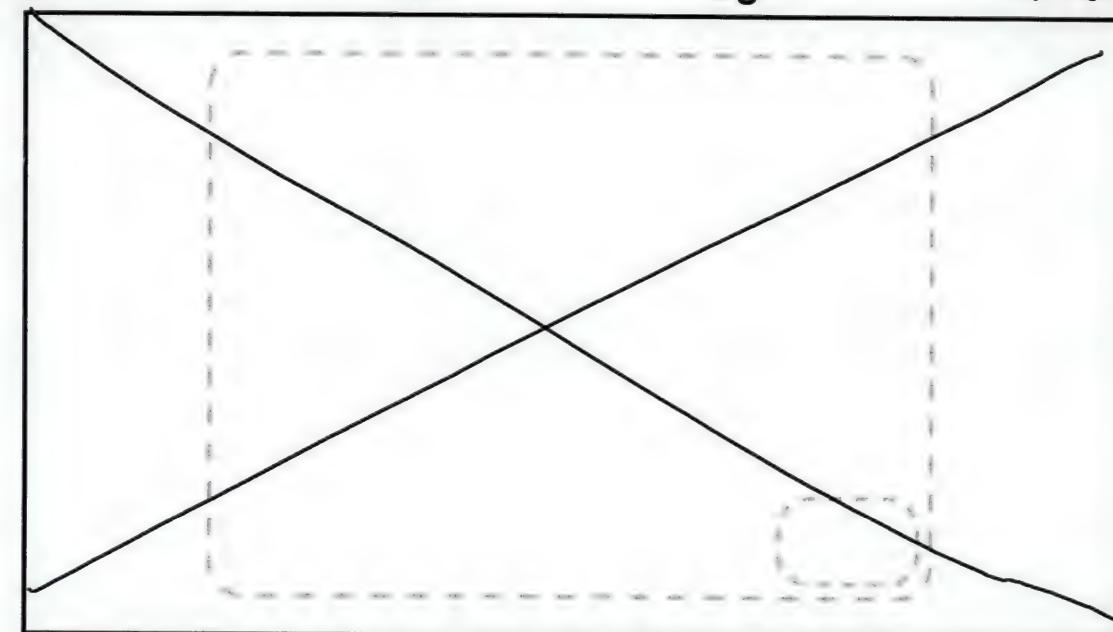


Sc.

Pnl.

Bg.

Page 140
day night
140A NEXT



Dialog:

Action:

SEP 10 2015

Timing:

EPISODE #

Production:

1034 / 233

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ADVENTURE TIME



Sc. 103 cont Pnl. B

Bg.

Page 140A
141 NEXT
day night

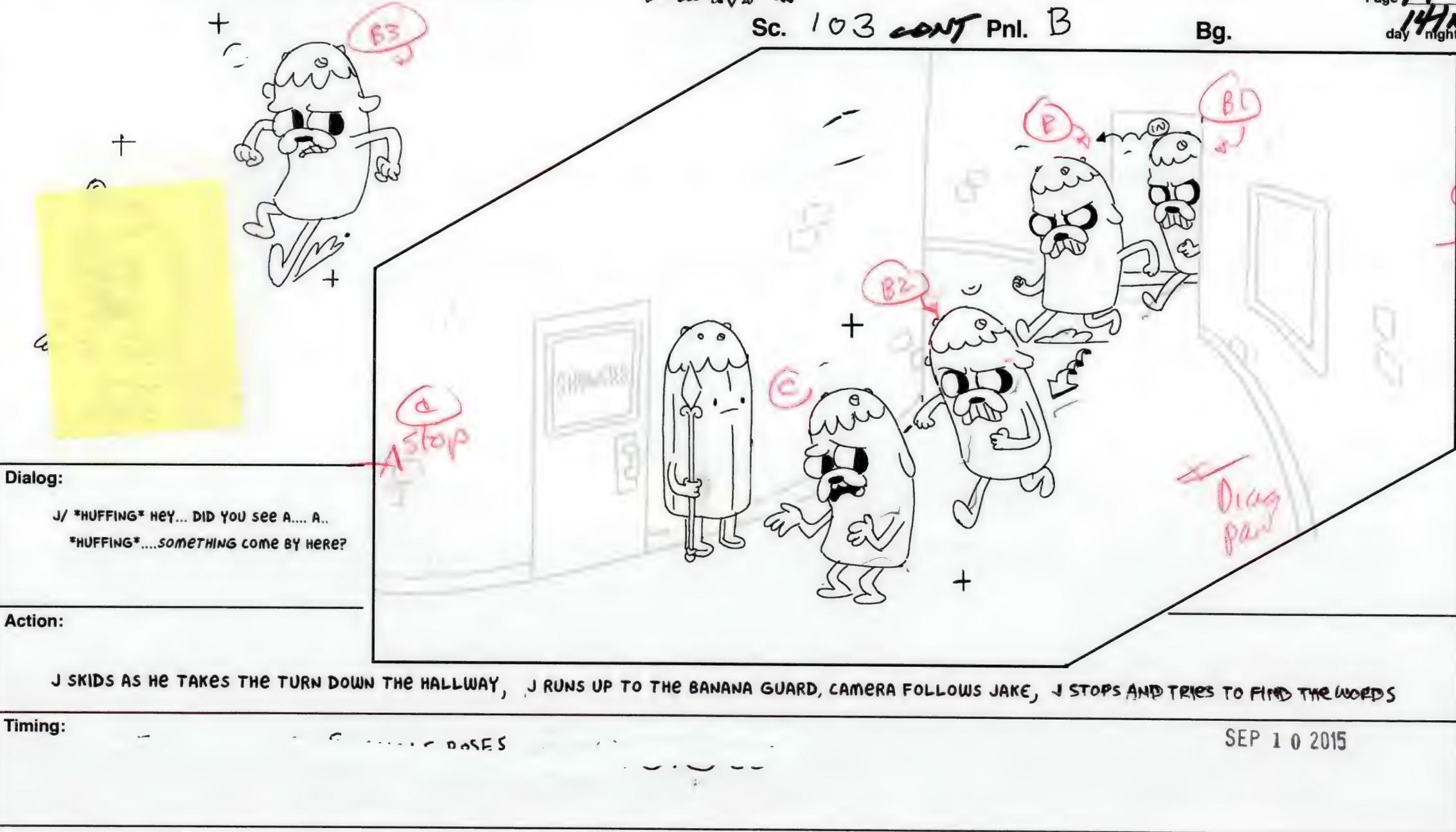
EPISODE #

1034 / 233

Production:

SEP 10 2015

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ADVENTURE TIME



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Sc. 103 cont Pnl.

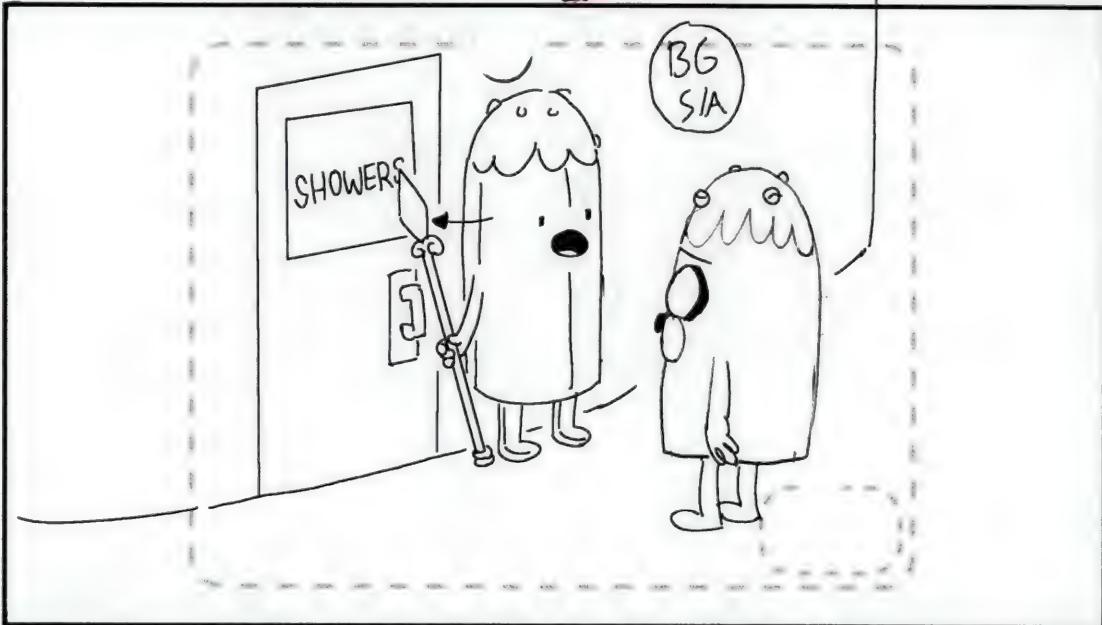
D Bg.

day night

Sc. 103 cont Pnl.

E Bg.

day night



1034 / 233

Dialog:

BG #2,
NO, JUST ME AND THIS DOOR HERE

① OO YEAH - showers

Action:

BG USES SPEAR TO MOTION TO THE DOOR



SEP 10 2015

Timing:

EPISODE #

Production:

1034 / 233

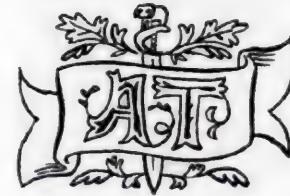
1034 / 233

ADVENTURE TIME

Sc. 103 cont Pnl.

F

Bg.



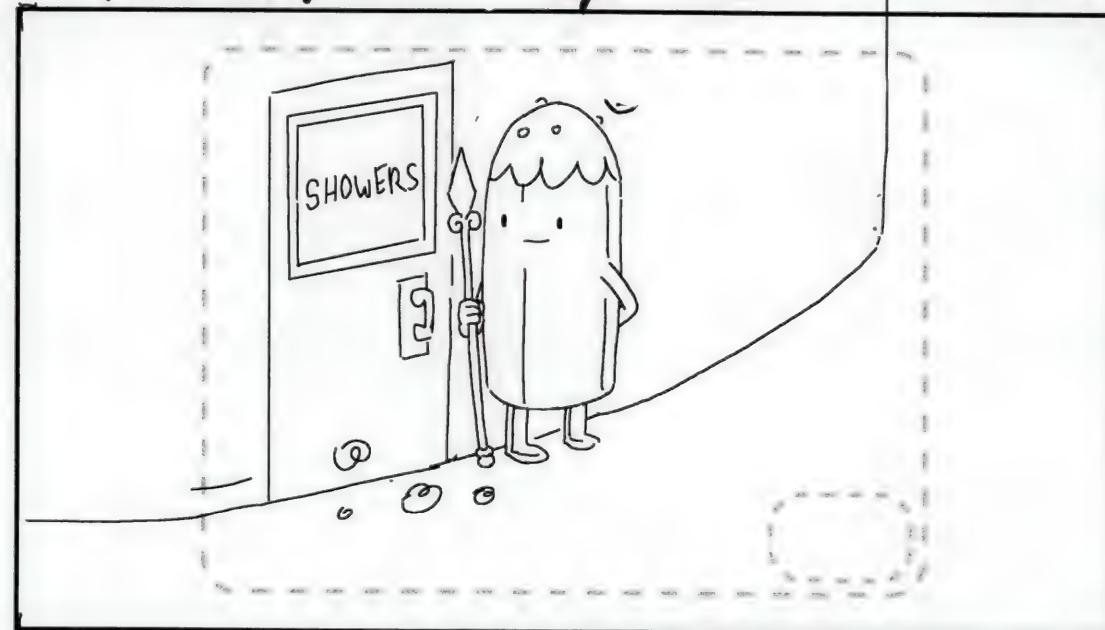
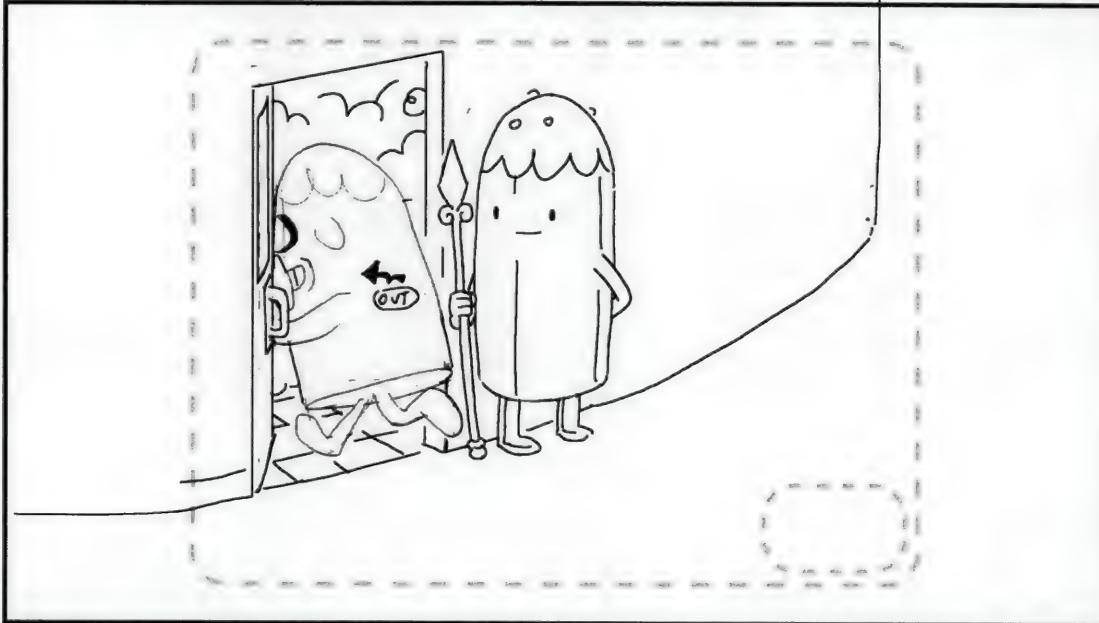
day night

Sc. 103 cont Pnl.

G

Bg.

Page 142
142A NEXT
day night



1034 / 233

Dialog:



A¹ J GOES RIGHT INTO THE SHOWERS, BG WATCHES WITH ARM BEHIND HIM.

DOOR CLOSES, AND THE DARK FIGURE SLIDES FROM BEHIND THE BG. BG'S ARM MOVES SLIGHTLY TOO TO SHOW IT'S CONTROL OVER DF



SEP 10 2015

Timing:

EPISODE #

Production:

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ADVENTURE TIME

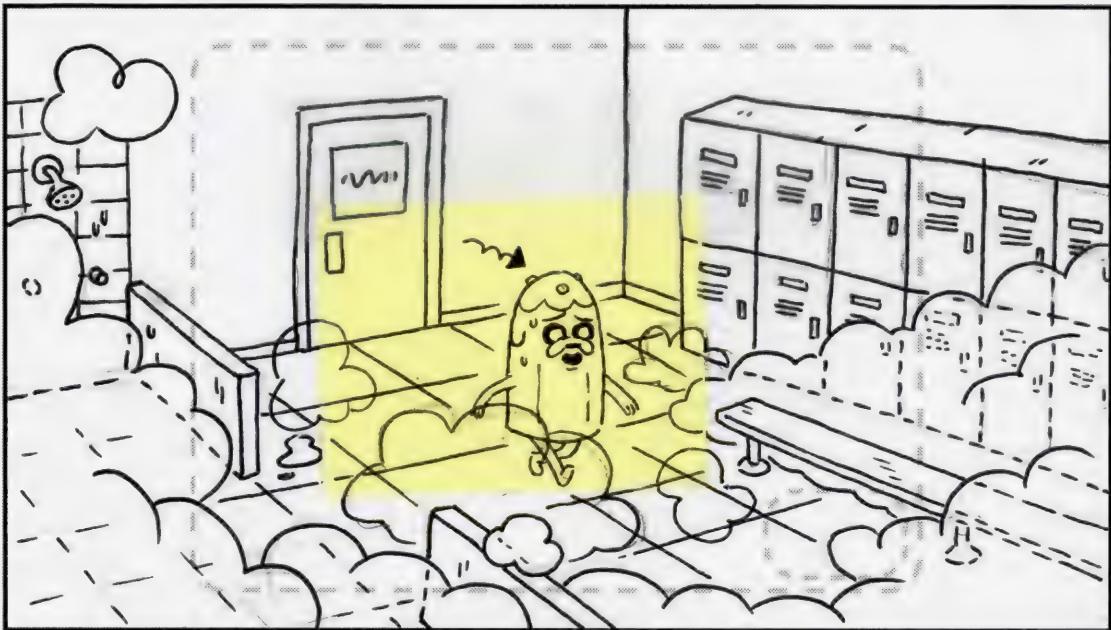


Sc. 104

Pnl. A

Bg.

day night

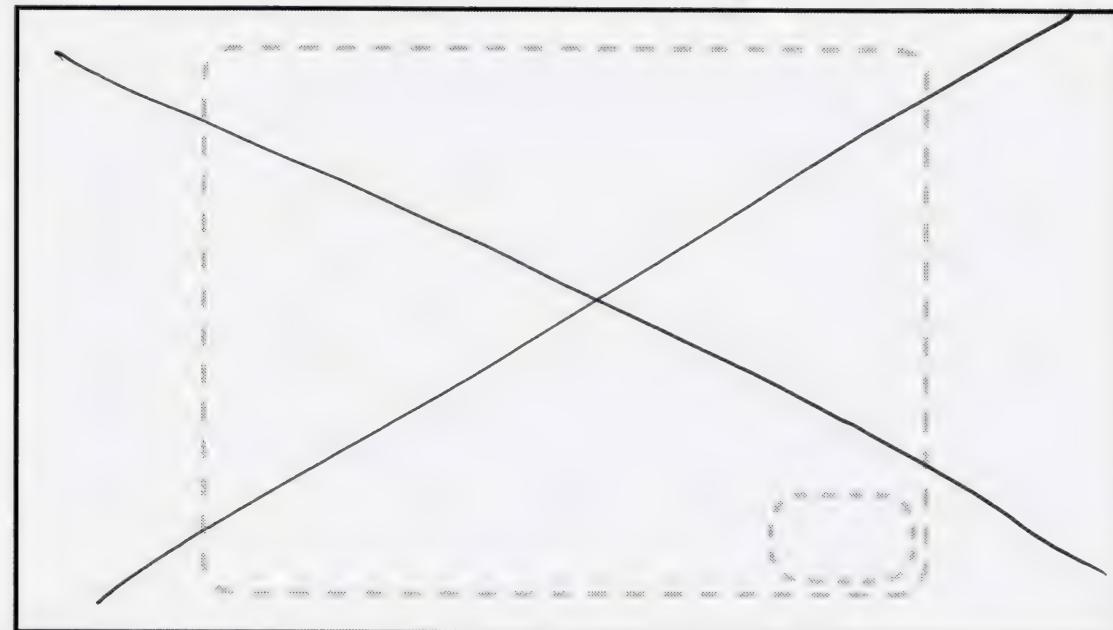


Sc.

Pnl.

Bg.

Page 142A
day night
143 NEXT

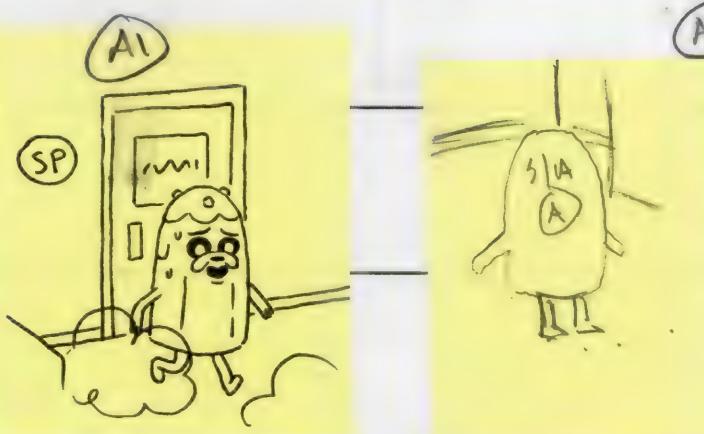


Dialog:
J: SWEET HOT SHOW' TO GET MY HEAD
BACK ON STRAIGHT."

SINGING B. GUARD: (o.s.) BEAUTIFUL SINGING.

Action:
IT'S STEAMY AS HELL IN THE SHOWER ROOM.
VISIBILITY IS LOW. JAKE WALKS IN.

Timing:



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Production:

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ADVENTURE TIME



Sc 105 Pnl. A Ba. day night

Sc. 105 cont Pnl. B day night

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EPISODE #

Production :

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Dialog: SBG: [SINGING CONTINUES]

SBG: SIGNING BECOMES LOUDER AND MORE PRONOUNCED

Action: JAKE TURNS TO LOOK IN ITS DIRECTION

Timing:

SEP 10 2015

ADVENTURE TIME

Sc. 105 cont Pnl. C

Bg.

day night



Sc.

Pnl.

Ba.

144
day night

144A NEXT

1034-233

EPISODE #

Dialog:

J/ OH THAT HEAVENLY SINGING!

SBG: [SINGING CONTINUES]

Action:

J CLASPS HIS HANDS TOGETHER AND FEELS LOVE

er!

Timing:

SEP 10 2015

Production :

1034/233

ADVENTURE TIME



Sc. 106

Pnl. A

Bg.

day night



Sc. 106 cont

Pnl. B

Bg.

Page 144 A
145 NEXT
day night



Dialog:

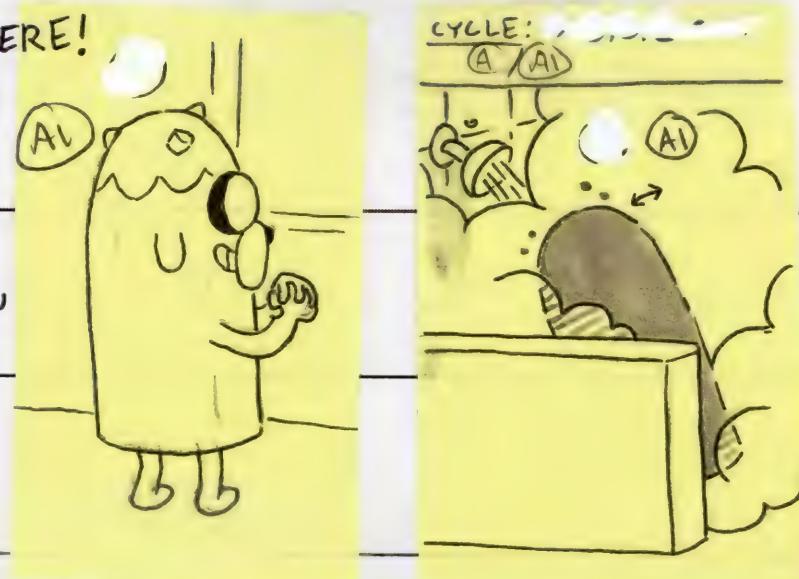
J! HEY! WHO'S SINGING IN THERE!

SBG: [SINGING CONTINUES]

Action:

J. HOLDS HAND UP TO SPEAK LOUDER.
THERE IS A FAINT SHADOW MOVING IN
THE DENSE STEAM OF THE SHOWER.

Timing:



SBG: SINGING STOPS SUDDENLY.

SFX/ FIZZ OF SHOWER STILL GOING.

SLIGHT FIGURE IN SHADOW IS STILL.
STEAM STILL ENGULFS MOST.

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EPISODE #

Production:

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1034/233

1034/233

ADVENTURE TIME



Page 145

Sc.

Pnl.

Bg.

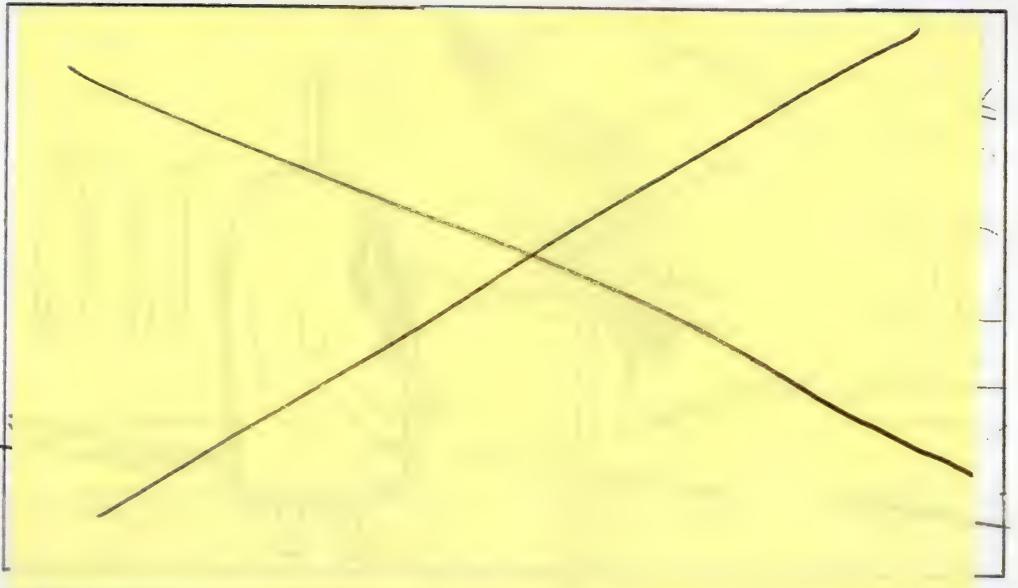
day night

Sc. 107

Pnl. A

Bg.

day night



EPISODE #

1034-233

Production :

1034/233

Dialog:

SFX/ SHOWER....

Action:

JAKE PENSIVELY LOOKS ON

Timing:

SEP 10 2015

1034/233

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ADVENTURE TIME



Sc. 107 cont Pnl. B

Bg.

day night



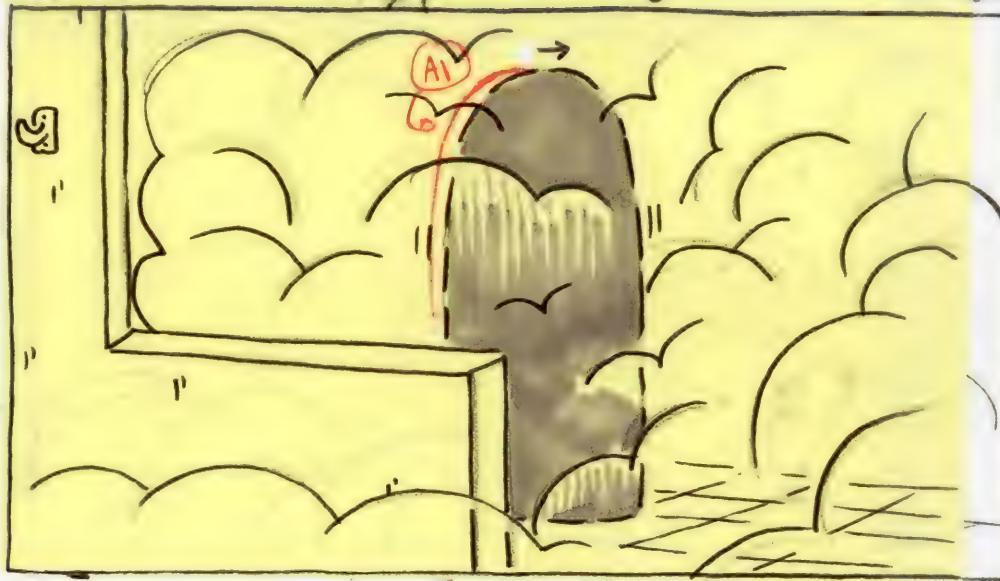
Sc. 108

Pnl. A

Bg.

Page 146

day night



Dialog:

J/ I like your ...SONG?

sfx: (SQUEAKING OF FAUCET, WATER STOPPING)

Action:

JAKE TURNS HIS ARMS TO THE SIDE AND
EYES GET WORRIED.

- FAINT SHADOW MOVES SLIGHTLY & SLOWLY,
AND THEN GOES STILL.

Timing:

SEP 10 2015

Production:

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ADVENTURE TIME



Sc. 108 cont Pnl. B Bg. day night

Sc. 109 Pnl. A Bg. day night

Page 147

Dialog:

Action:
SHADOW IN THE STEAM MOVES OFF SCREEN QUICKLY

Timing:

SEP 10 2015

Production :

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1034/233

Sc. 108 cont Pnl. B Bg. day night

Sc. 109 Pnl. A Bg. day night

Page 147

Dialog:

Action:
SHADOW IN THE STEAM MOVES OFF SCREEN QUICKLY

Timing:

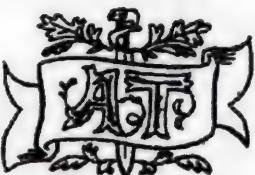
SEP 10 2015

Production :

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ADVENTURE TIME



Sc. 109 cont Pnl. B

Bg.

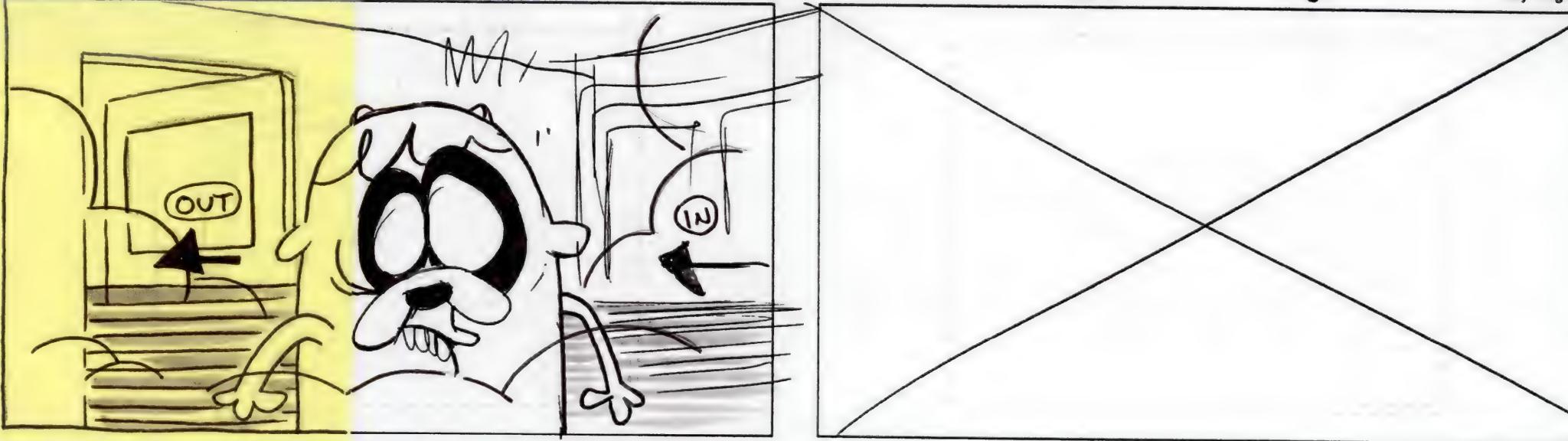
day night

Sc.

Page 148

Bg.

day night



1034-233

EPISODE #

1034/233

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Dialog:

SFX/ DOOR OPENING

Action:

- SHADOW ZIPS PAST JAKE IN THE THICKNESS OF THE STEAM AND OUT THE DOOR

Timing:

SEP 10 2011

Production :

1034/233

ADVENTURE TIME



Sc. 109 CONT Pnl. C

Bg.

day night



Sc. 110

Pnl. A

Bg.

Page 149

day night



EPISODE #

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1034/233

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Dialog:

J/ NOW HOLD ON A SECOND!

Action:

JAKE SPINS BACK AROUND THE RIGHT WAY AND LOOKS AT THE DOOR AS IT CLOSES

J BURSTS OUT OF THE SHOWER DOOR, STEAM FOLLOWING HIM.
WET FOOTPRINTS SHOWN

Timing:

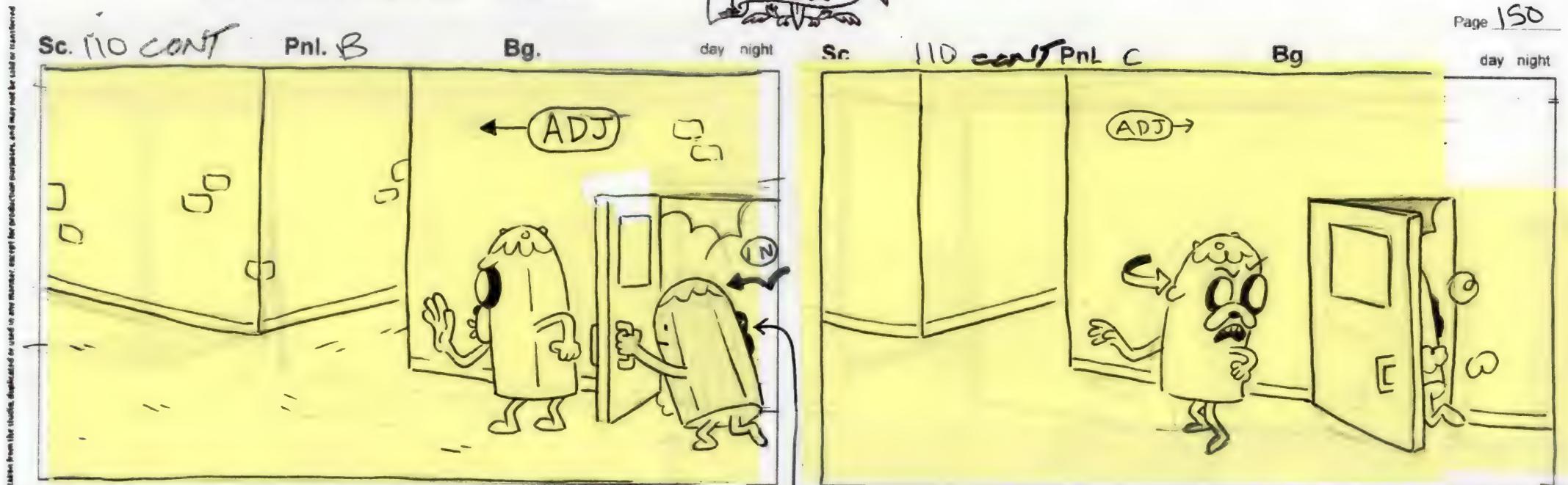
SEP 10 2015



1034.233

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ADVENTURE TIME



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Page 150

Production

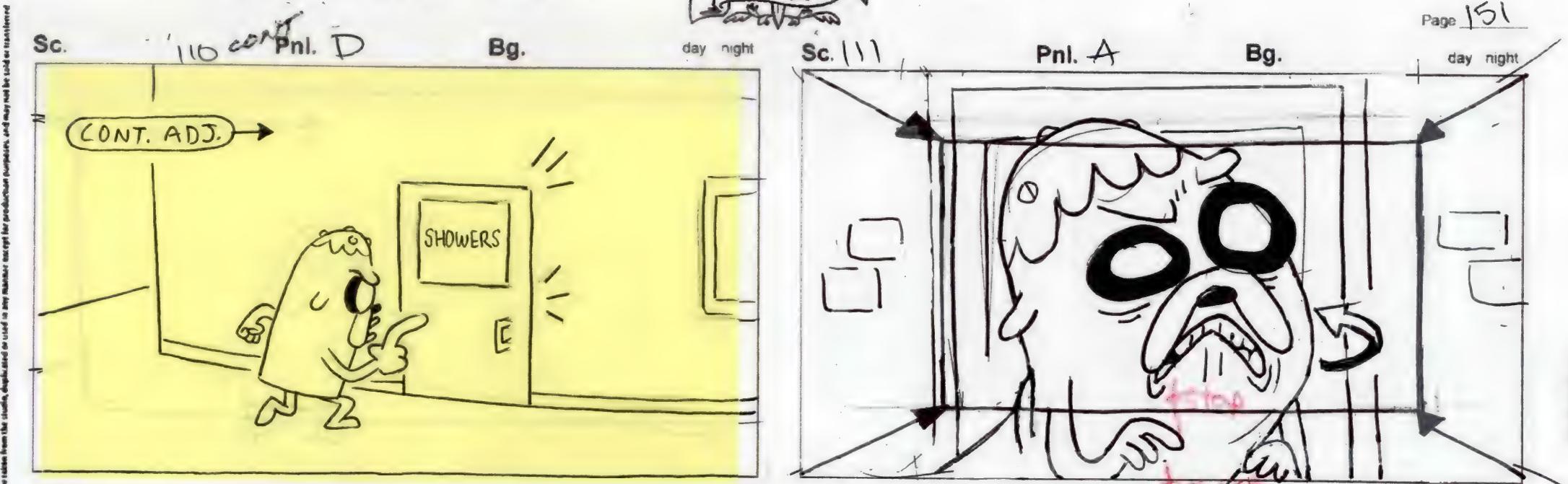
1034/233

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| | | |
|---------|---|--|
| Dialog: | DUMMY; [WHISPERS] I LOVE YOU. | DUMMY |
| Action: | CAMERA PANS TO THE CORNER WHERE WE SEE A FIGURE ROUND IT JAKE LOOKS TO IT, ANOTHER HAND GRABS THE SHOWER DOOR HANDLE | J TURNS TO SEE ANOTHER FIGURE GO BACK INTO THE SHOWER AND CLOSING THE DOOR ON HIM |
| Timing: | SEP 10 2015 | |

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ADVENTURE TIME



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Production

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Dialog:

J/ GET OUT HERE RIGHT NOW, YOU-

???/ ANOTHER HORSE NEIGH FROM OFF SCREEN

SFX/ DOOR CLOSES AND LOCKS

Action:

DOOR CLOSES COMPLETELY
AND A LOCK IS HEARD

Timing:

- J. WHIPS AROUND TO THE
CAMERA AS THE NEIGH HAPPENS AGAIN
- CAM. ZOOM IN ON J.

SEP 10 2015

1034 / 233

1034-233

EPISODE #

1034 / 233

Production :

SEP 10 2015

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day night

Bg.

day night

Sc. 112 cont Pnl. B

day night



Pnl. A

Sc. 112



(BG S/A)



Dialog: (J) "RRRRAAAH!"

Action:

J PUTS HIS HAND TO HIS HEAD IN FRUSTRATION AND FEAR.

Timing:



(J) "SOME KIND OF CONSPIRACY IS AFOOT!"

J TAKES A STEP FORWARD AND PUTS HIS ARM DOWN

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ADVENTURE TIME

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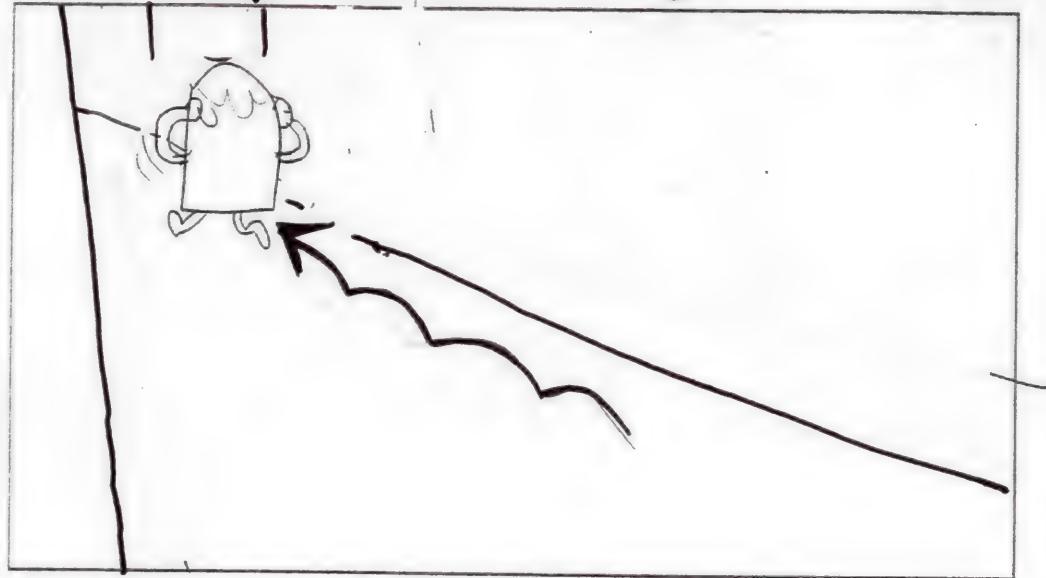
Sc. 112 cont

Pnl. C

Bg.



day night



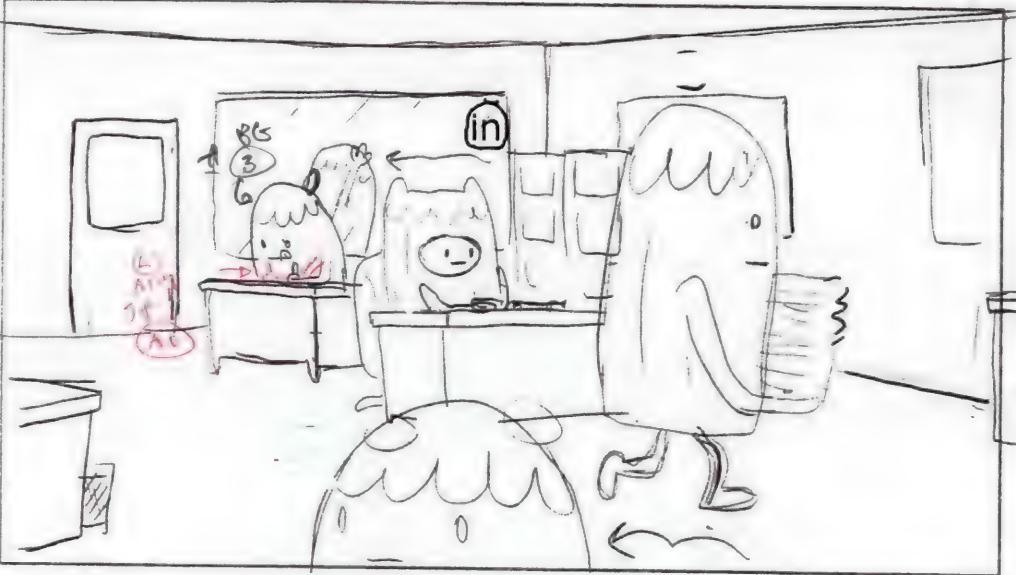
Sc. 113

Pnl. A

Bg.

Page 1B3

day night



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EPISODE #

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Dialog:

J "But HOW DEEP DOES THIS
RABBIT HOLE GOOOOOO --"

SFX: OFFICE SOUNDS. MURMURING.

JAKE(MUFFLED) OOOOOO

Action:

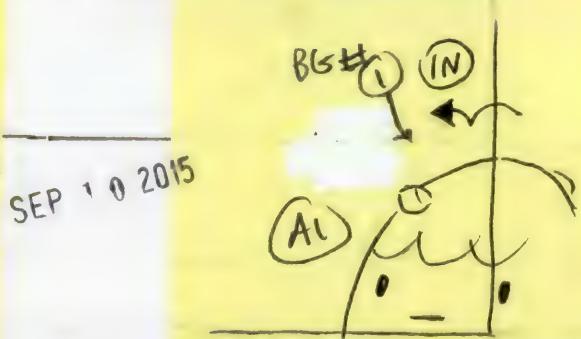
- J TURNS AROUND AND RUNS THE OPPOSITE WAY,
HANDS BACK ON THE SIDES OF HIS HEAD

Timing:



BGS ARE WALKING AROUND CARRYING STUFF
F IS LOOKING AROUND AT THE BGS, LOOKING OUT FOR
ANYTHING FISHY
WE SEE J RUN BY THE BIG OFFICE WINDOW

SEP 10 2015



1034/233

ADVENTURE TIME

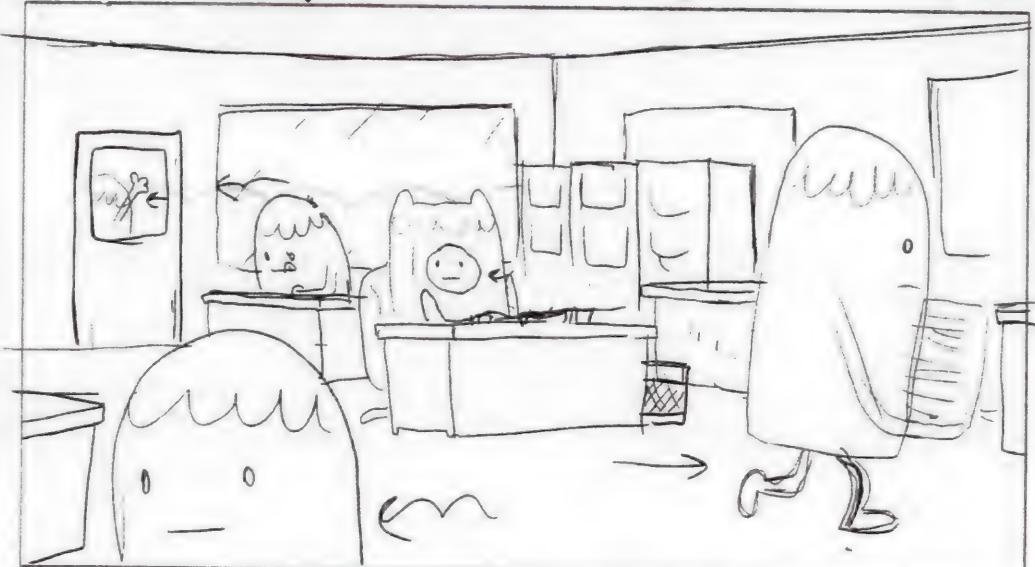


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Sc. 113 ~~CONT~~ Pnl. B

Bg.

day night



Sc. 114

Pnl. A

Bg.

Page 154

day night



Dialog:
Jake's muffled yelling out



SFX: * SKRATCH *

Action:
BGs walkout
Finn looks about



FINN GETS BORED, PICKS UP
PENCIL AND BEGINS
DOODLING

Timing:

SEP 10 2015

Production

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ADVENTURE TIME



Sc. 115

Pnl. A

Bg.

day night

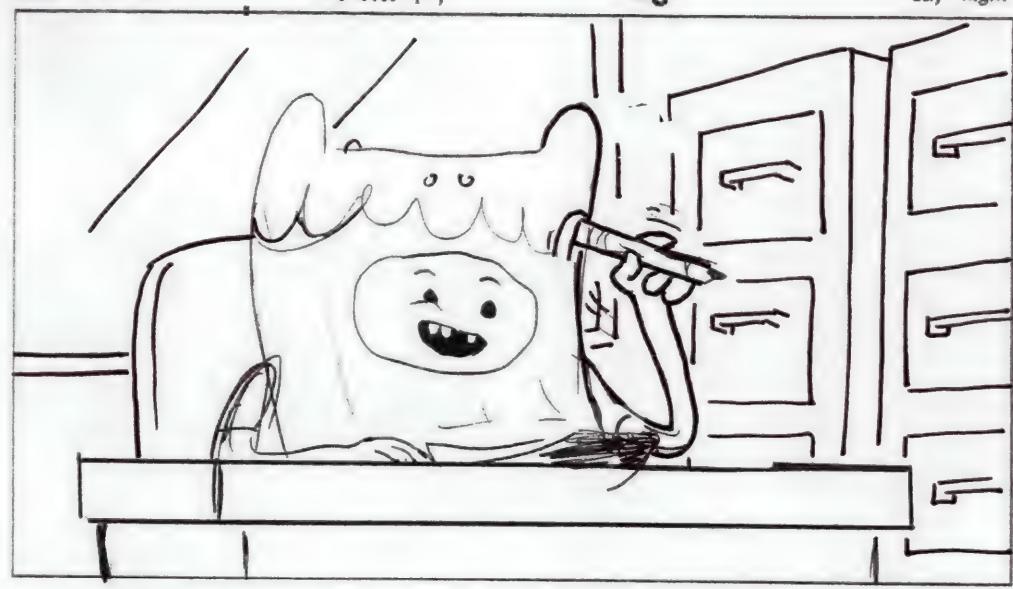
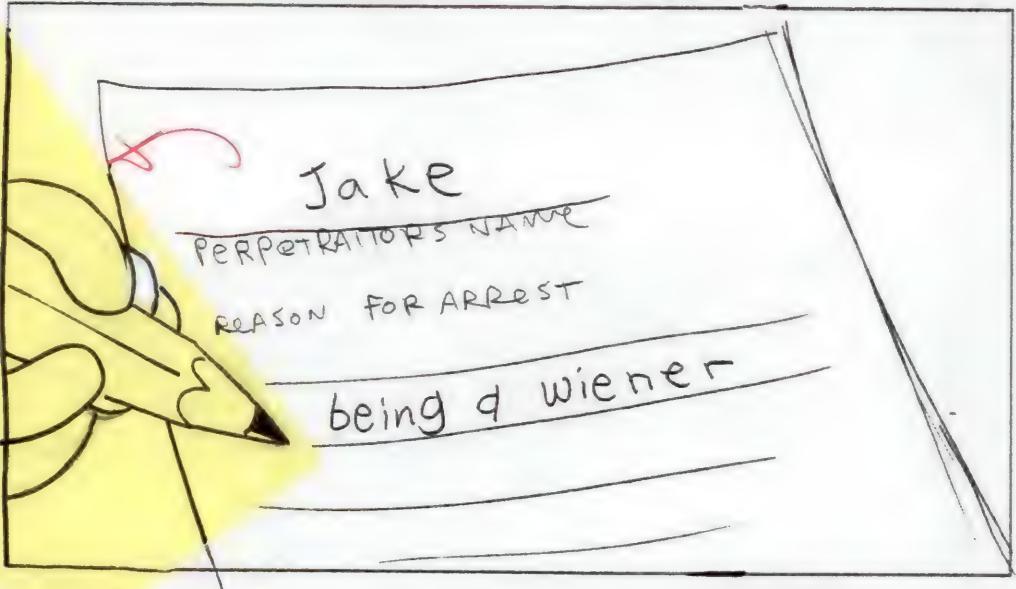
Sc. 116

Pnl. A

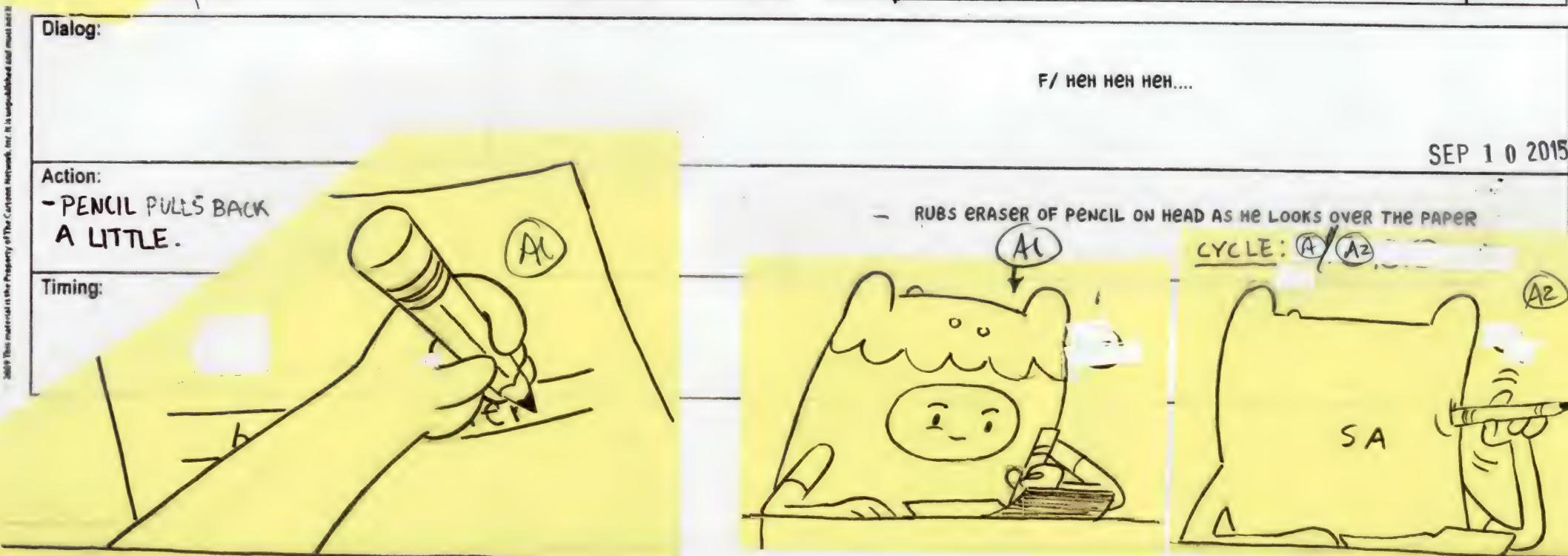
Bg.

Page 155

day night



1034/233



1034-233

1034/233

ADVENTURE TIME



Sc. 116 cont

Pnl. B

Bg.

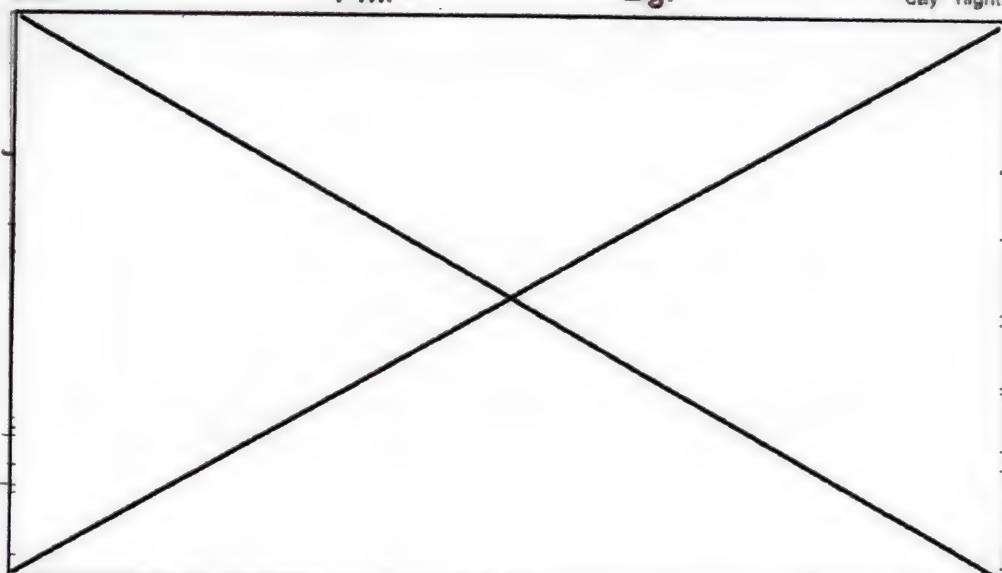
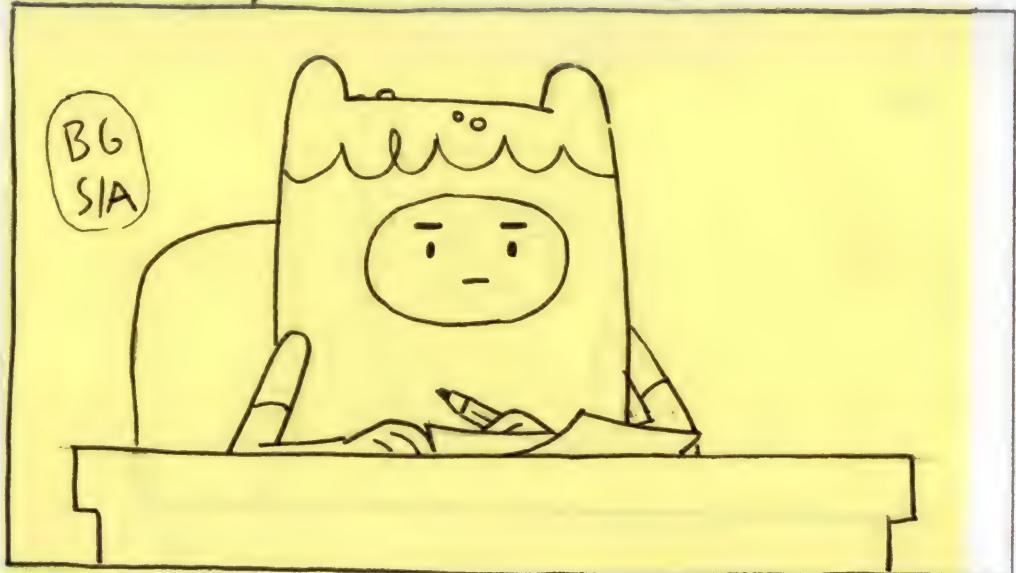
day night

Sc.

Pnl.

Bg.

day night



1034-233

EPISODE #

Production

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Dialog:

Action:

F SNAPS BACK TO ATTENTION!

Timing:

SEP 10 2015

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1034/233

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ADVENTURE TIME

NO.
SC'S
117, 118
ACT

Sc. 116 cont

Pnl.

Bg.

day night

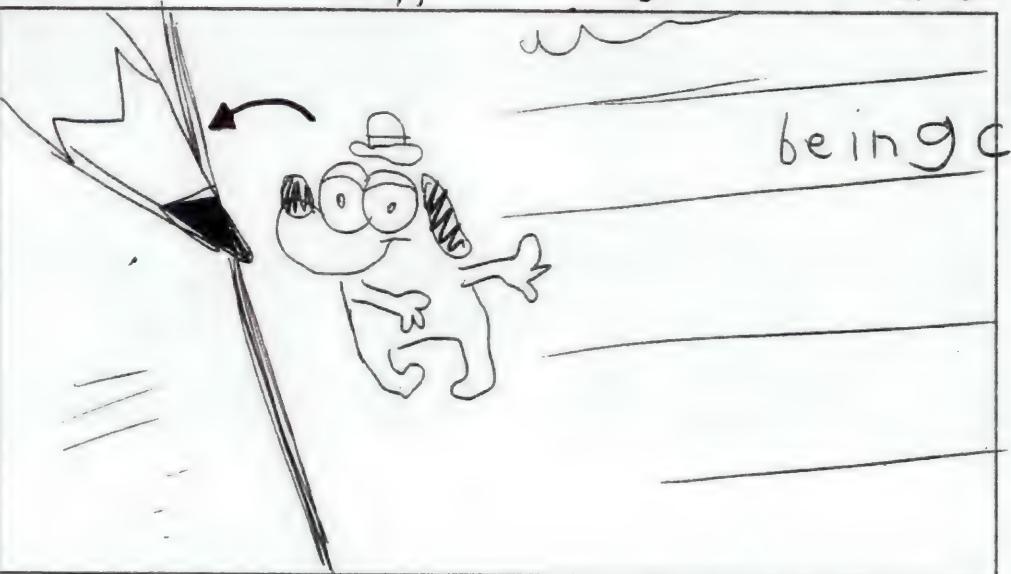
Sc. 119

Pnl. A

Bg.

day night

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EPISODE #

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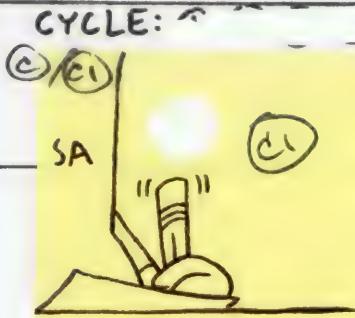
1034/233

Dialog:

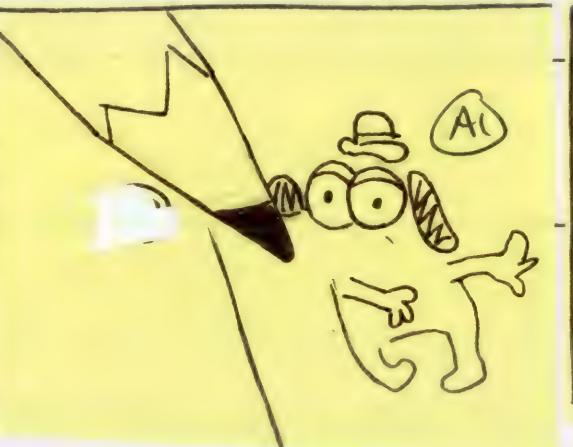
Action:

F LOOKS BACK DOWN TO PAPER, PENCIL
STARTS GOING BACK AND FORTH

Timing:



F FINISHES A LINE ON CRUDE DOG DRAWING
09/10/2015



Production

1034/233

ADVENTURE TIME



Page 158

Sc. 120

Pnl. A

Bg.

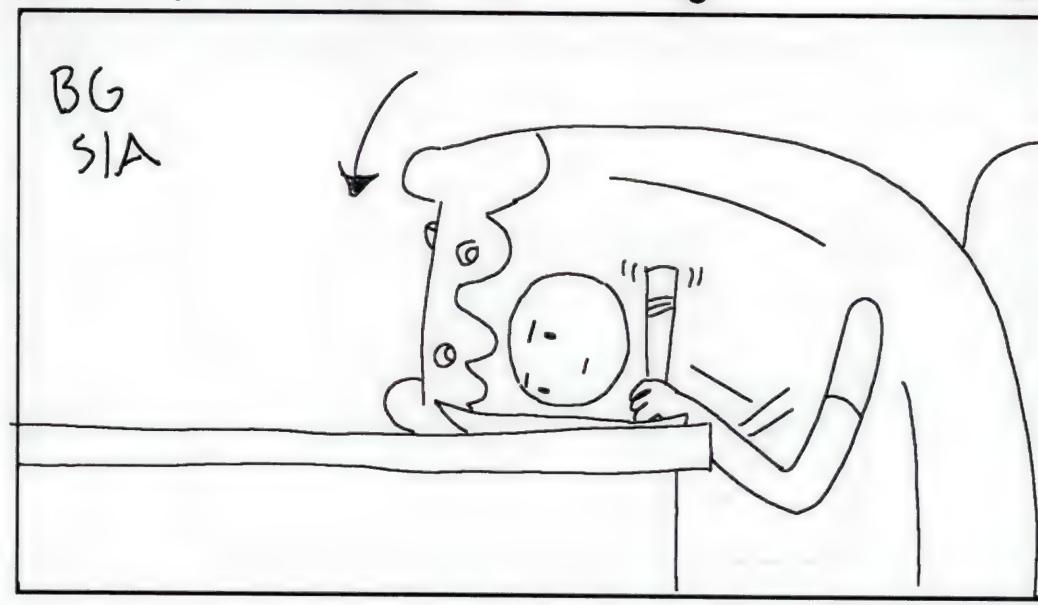
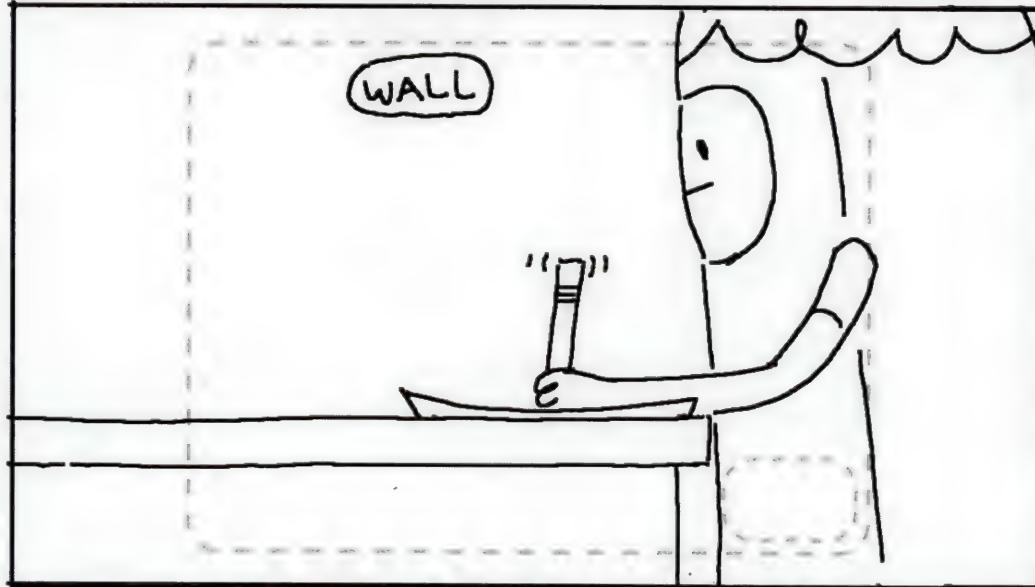
day night

Sc.

120 ~~cont~~ pnl. B

Bg.

day night



Dialog:

SFX: * SKETCHING *

Action:

- FINN CONTINUES DOODLING

Timing:



- FINN LAYS HIS HEAD DOWN

SEP 10 2015

Production:

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ADVENTURE TIME



Sc. 120 cont Pnl. C

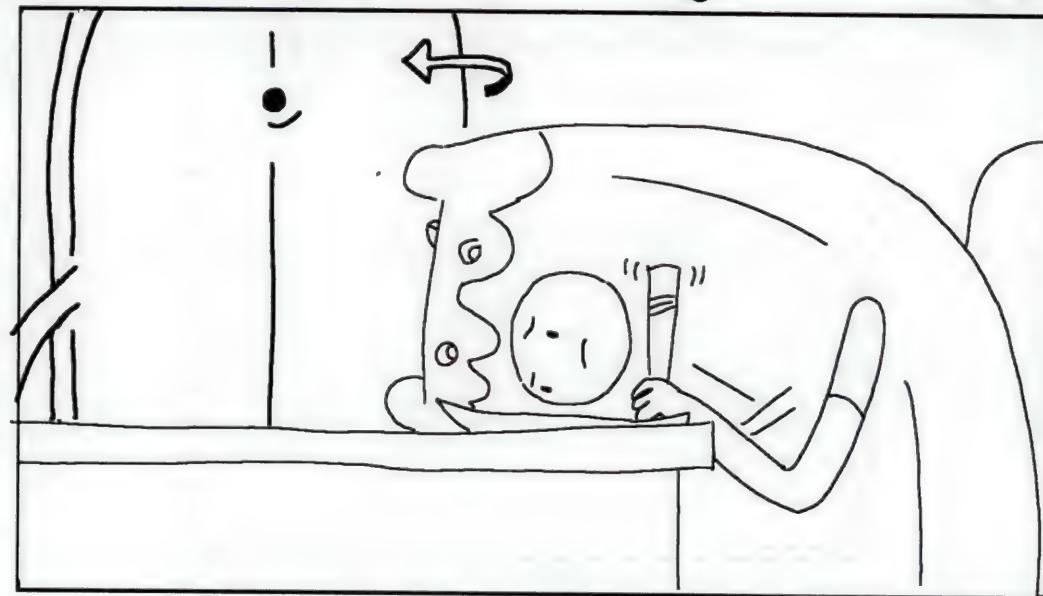
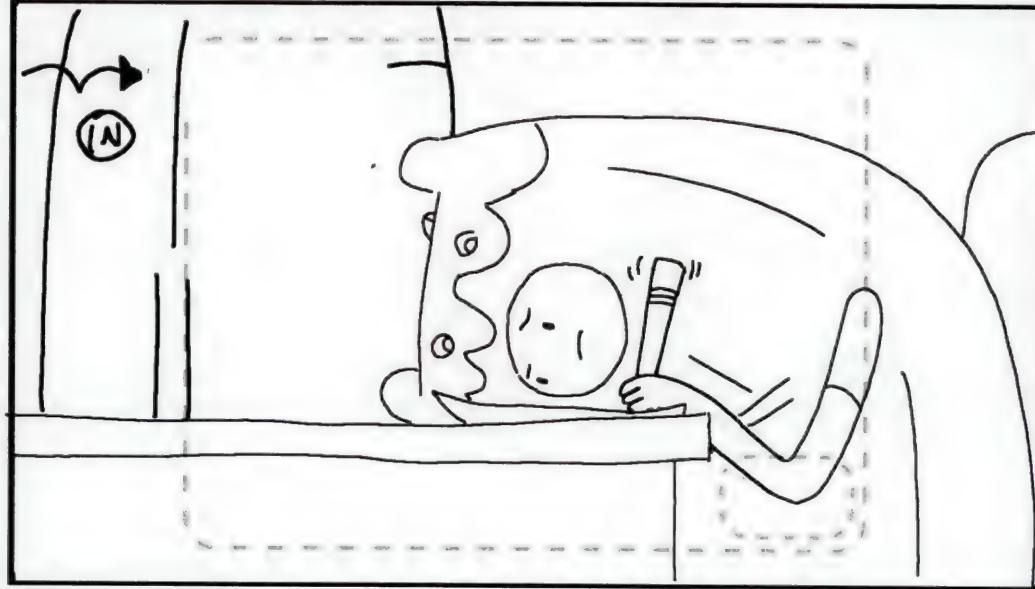
Bg.

day night

Sc. 120 cont Pnl. D

Bg.

Page 159
No pg 160
day night



Dialog:

Action:

- A BG WALKS IN THE SHOT

BG STOPS AND TURNS, NOTICING FINN AND THE DRAWING.
PENCIL GOING BACK AND FORTH

Timing:

SEP 10 2015

Production:

EPISODE #

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ADVENTURE TIME



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Page

Sc. 120 cont Pnl. E

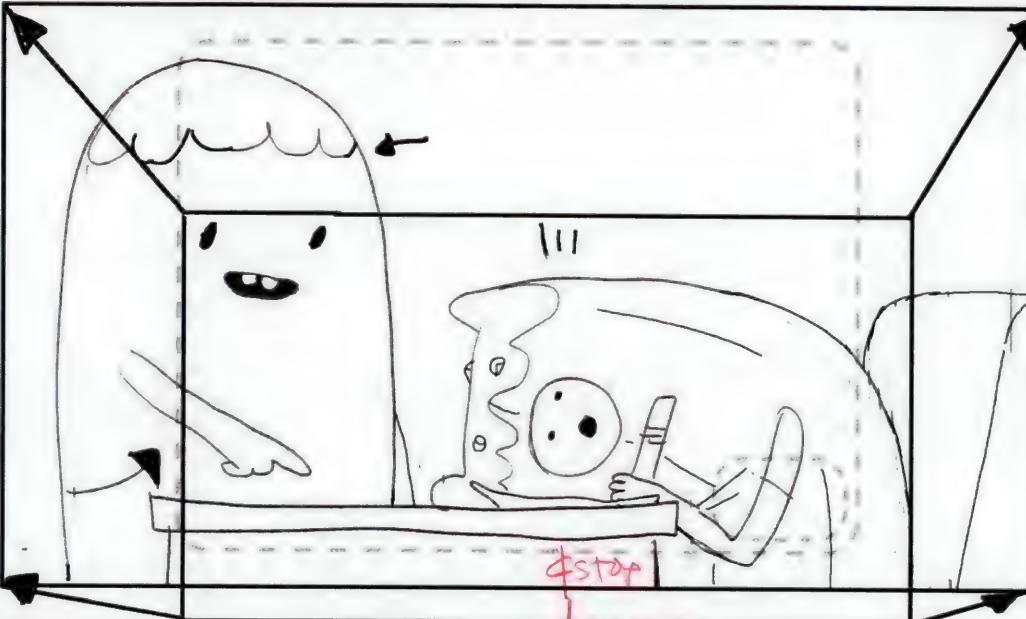
Bg.

day night

Sc. 120 cont Pnl. F

Bg.

day night



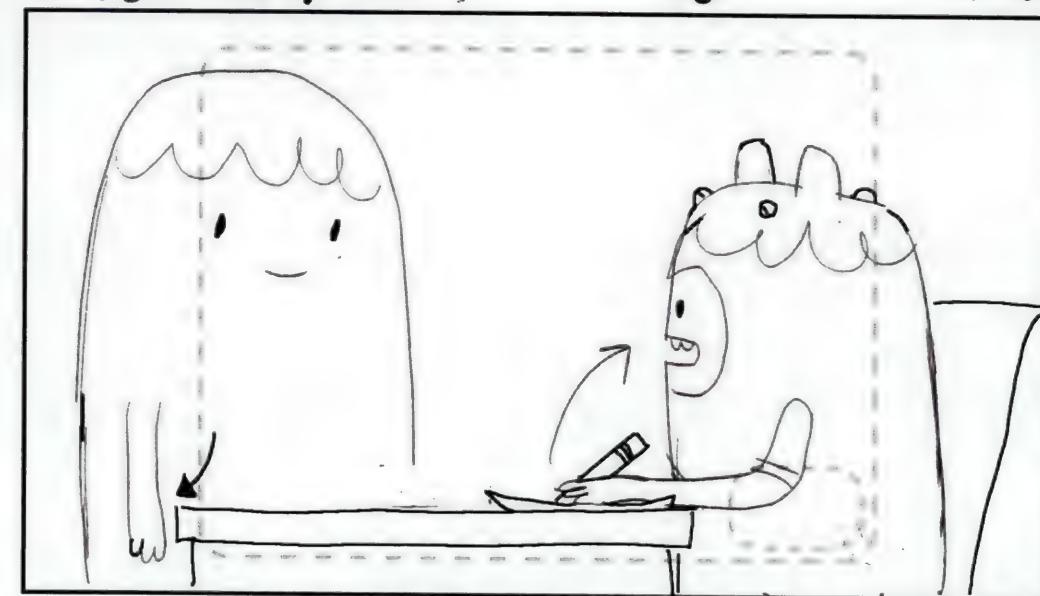
Dialog:

BANANA GUARD #16 : HEY MAN, THAT'S NOT BAD!

*STOP

*START

Drag
Truck
out



Action:

CAMERA PANS TO SHOW REGULAR LOOKIN BG, POINTS TO FINN'S DRAWING. FINN NOTICES HIM!

F BRINGS HEAD OFF DESK TO LOOK AT BG.

Timing:

SEP 10 2015

EPISODE #

Production:

1034 / 233

1034 / 233

ADVENTURE TIME



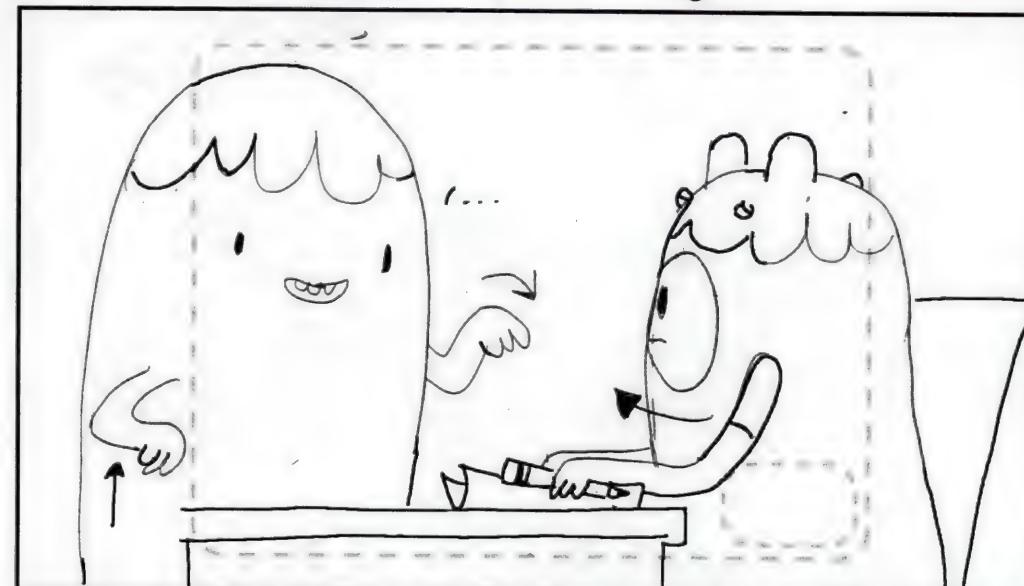
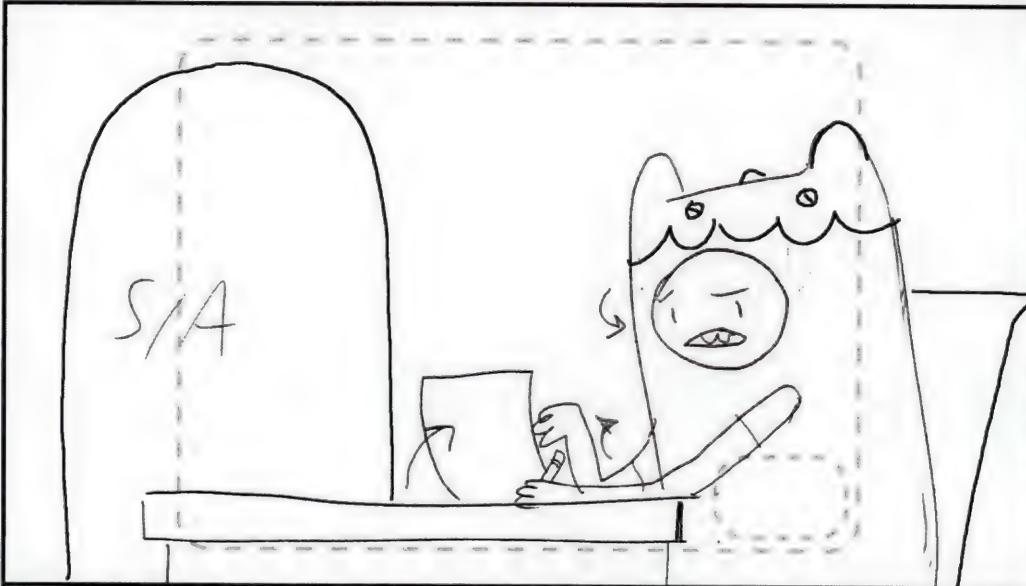
Sc. 120 cont Pnl. G Bg.

day night

Sc. 120 cont Pnl. H Bg.

Page 162

day night



Dialog:

F IT'S NOT THAT GREAT.BG #16: NO, IT'S GOOD, MAN.

Action:

F BRINGS UP THE PAPER A BIT TO CRITICIZE IT

PAPER GOES DOWN, FINN LOOKS AT BG. BG'S HAND COMES UP AND HIS HAND FLIPS DOWN TO DISMISS FINN'S LAST COMMENT

Timing:



Production:

EPISODE #

1034/233

ADVENTURE TIME

Sc. 120 *cont* Pnl. I

Bg.



day night

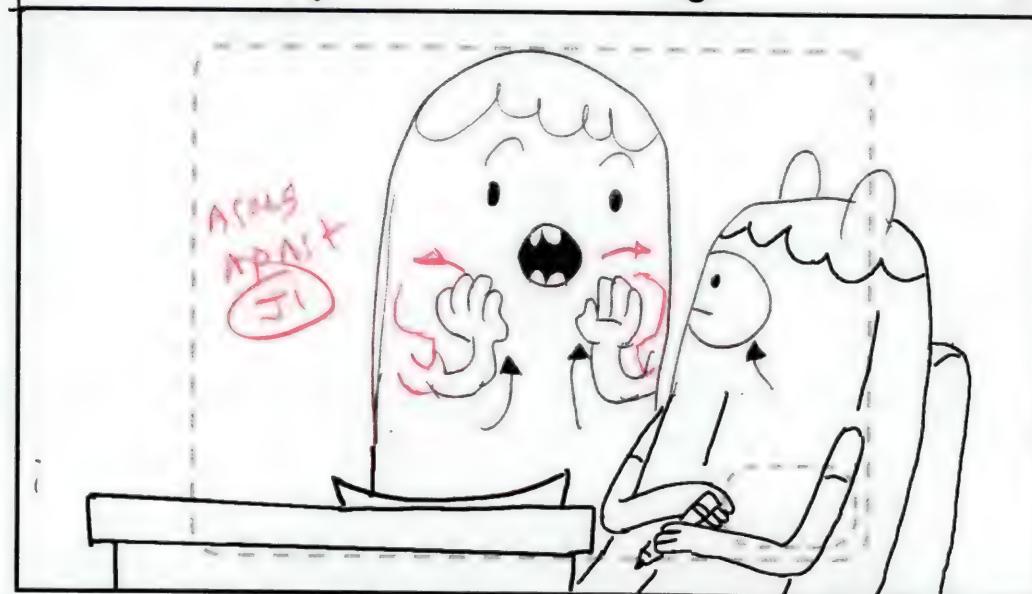
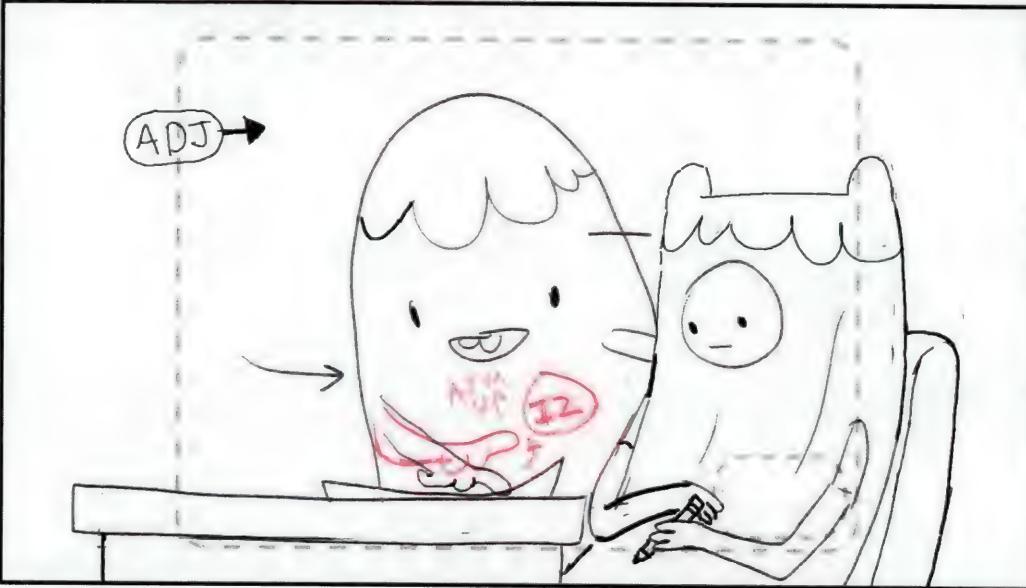
Sc. 120 *cont* Pnl. J

Bg.

Page

163

day night



Dialog:

BG #16: MAYBE THO, ADD SOME SHADING AROUND WHERE THE HEAD SHADOWS THE NECK. MAKE SURE IT'S OBVIOUS WHERE THE LIGHT SOURCE IS COMING FROM.

BG #16: IT'LL HELP GIVE THE DRAWING VOLUME AND DEPTH.

Action:

- BG COMES IN CLOSER TO POINT OUT ON THE PAPER. FINN MOVES BACK IN CHAIR TO ALLOW HIM TO.

- BG MAKES HIS HAND LOOK LIKE HE'S HOLDING A SPHERE, F LOOKS UP AT IT AND HIM

Timing:



SEP 10 2015

Production:

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ADVENTURE TIME

Page 164Sc. 120 ~~cont~~ Pnl. K

Bg.

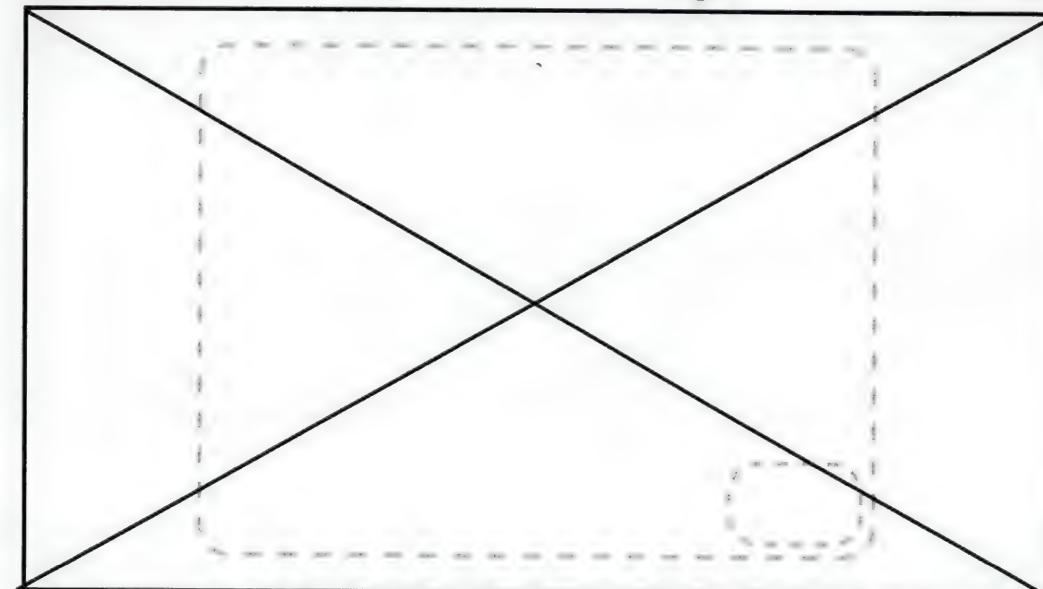
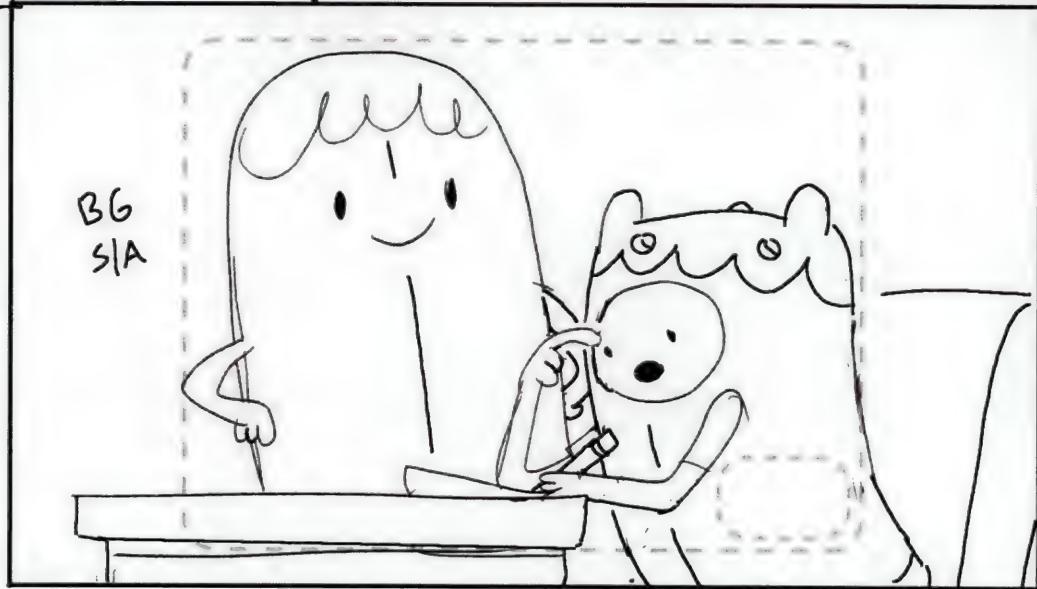
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

- BG STANDS BACK A BIT PUTS HANDS ON SIDES,
F LEANS IN AGAIN TO LOOK AT DRAWING
- BG SMILES WIDELY IN RESPONSE.
FINN LOOKS AT SMILE.

Timing:

SEP 10 2015

EPISODE #

Production:

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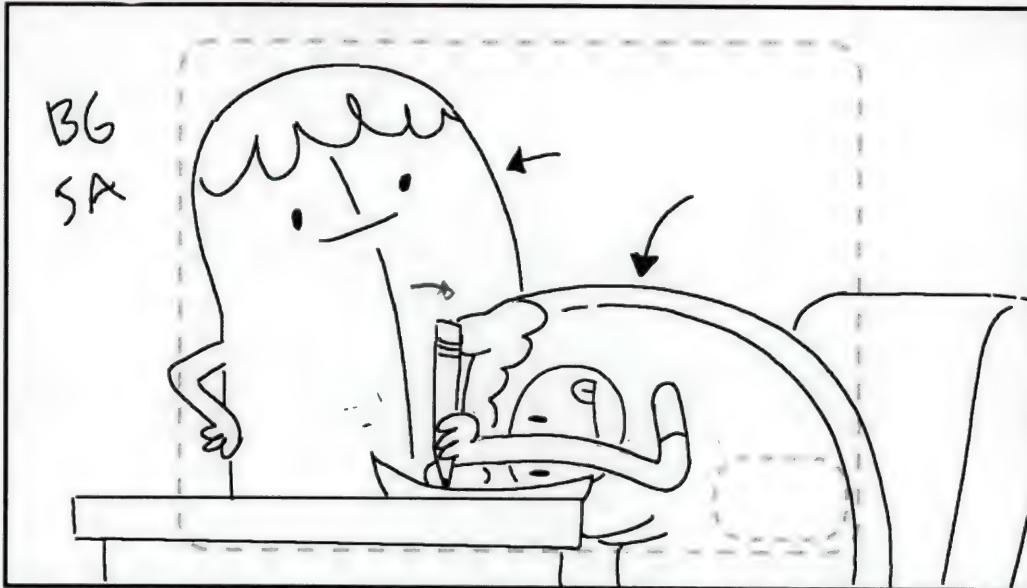
ADVENTURE TIME



Sc. 120 cont Pnl. L

Bg.

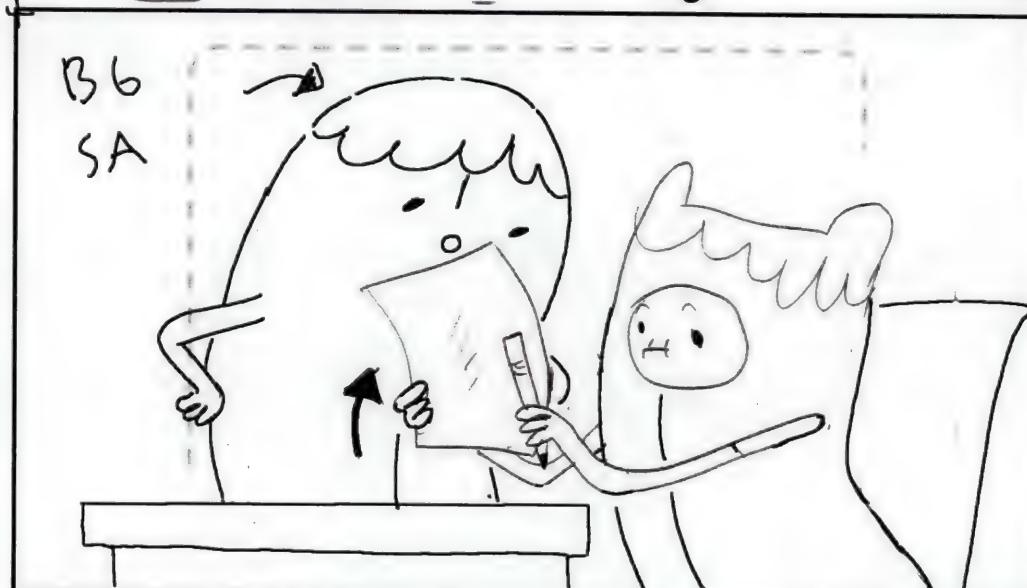
day night



Sc. 120 cont Pnl. M

Bg.

day night



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EPISODE #

Production:

Dialog:

SFX/ SCRIBBLING

Action:

F QUICKLY LEANS DOWN, PENCIL GOES BACK AND FORTH REAL QUICK.
BG TILTS HEAD SLIGHTLY TO WATCH HIM WORK



F BRINGS UP THE PAPER TO REVIEW.
BG TILTS HEAD OTHER WAY TO SEE IT

Timing:

SEP 10 2015

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ADVENTURE TIME



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Sc. 121

Pnl. A

Bg.

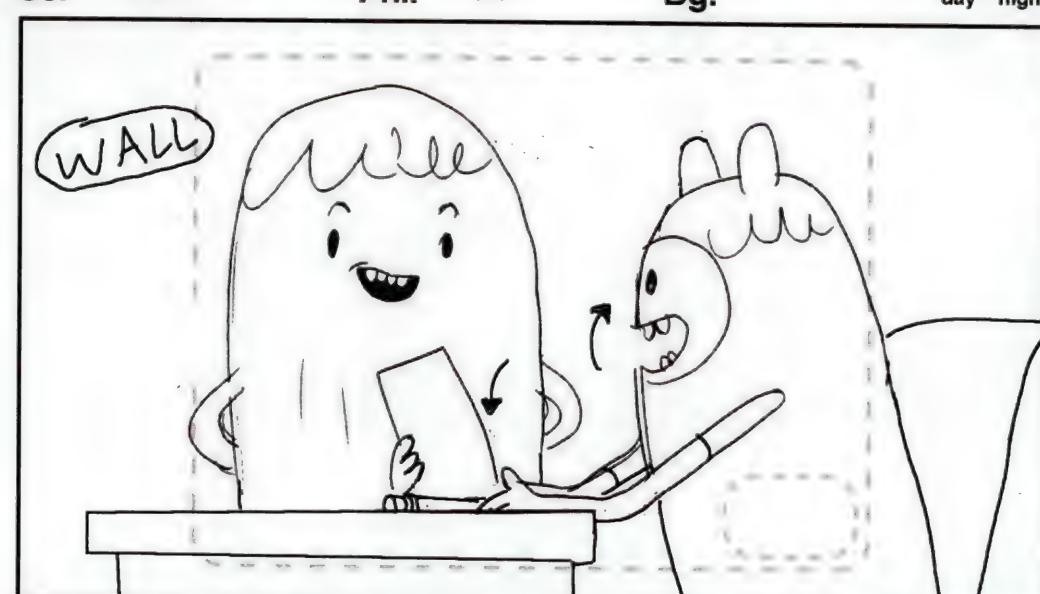
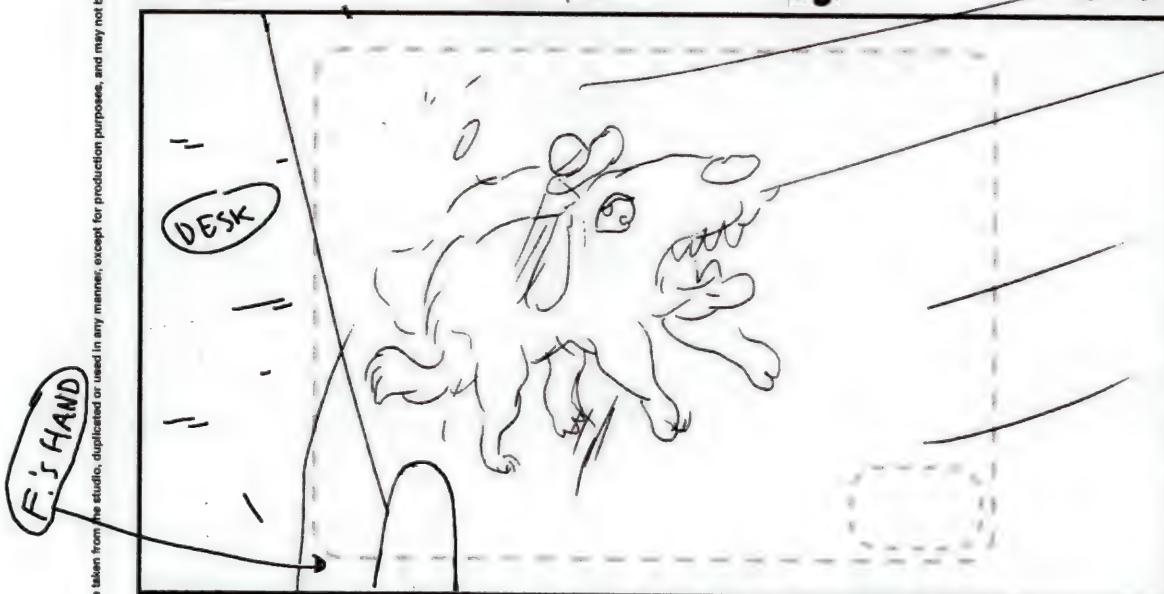
day night

Sc. 122

Pnl. A

Bg.

day night



Dialog:

F/ woah!

Action:

- REALISTIC RENDERING
OF A CANINE.

F MOVES THE PAPER DOWN AND LOOKS TOWARDS BG
BG LEANS BACK TO REGULAR POSITION.

Timing:



EPISODE #

Production:

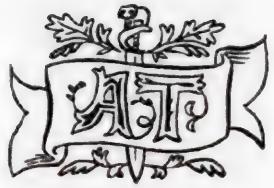
1034 / 233

1034 / 233

EE617&01

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ADVENTURE TIME

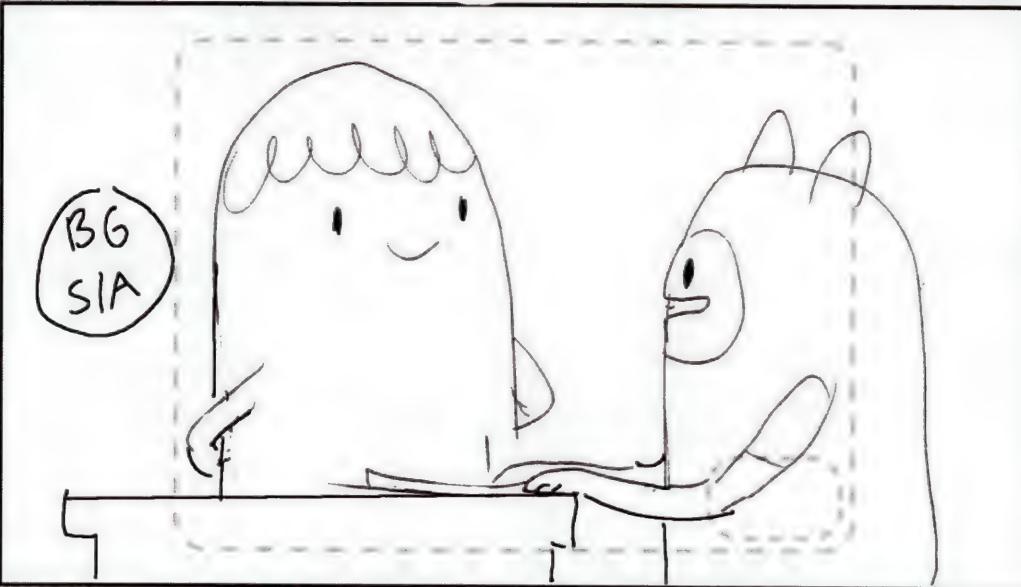


Page 167

Sc. 122 cont Pnl. B

Bg.

day night

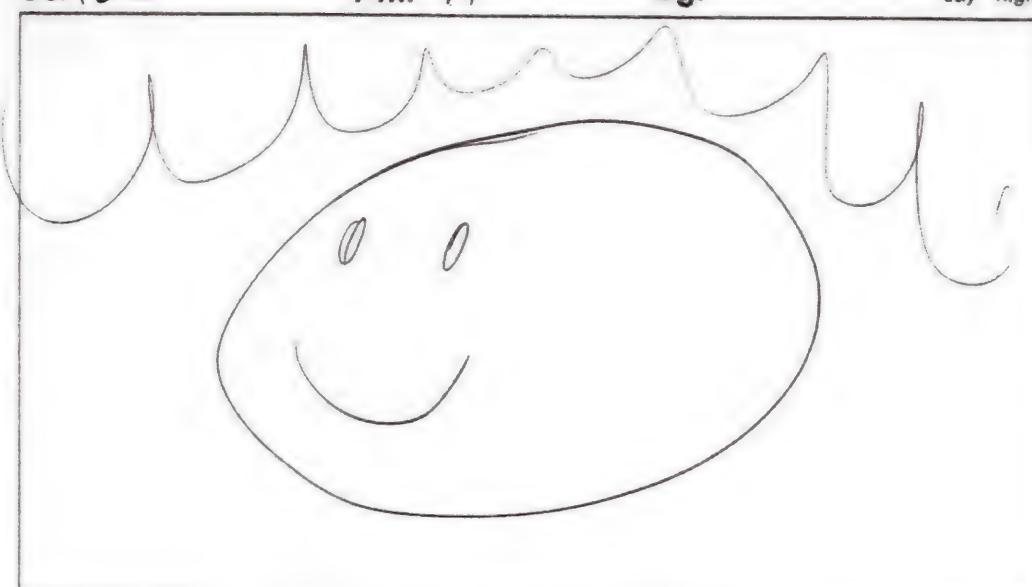


Sc. 123

Pnl. A

Bg.

day night



Dialog:

F/ YOU'RE REALLY GOOD AT
ART, MAN...

Action:

BOTH SMILE AT EACH OTHER

Timing:

SEP 10 2015

EPISODE #

Production:

1034 / 233

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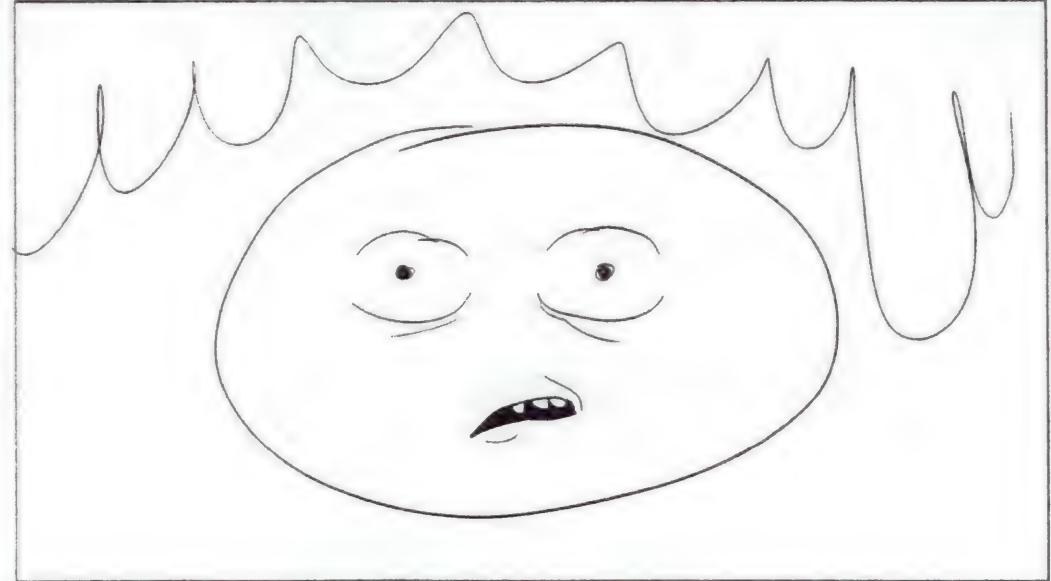
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Sc. 123 cont B

Bg.

day night



Sc. 123 cont Pnl.C

Bg.

day night



Dialog:

F/ (THINKING) ART.... ART
COULD THIS BE...

- F/ (THINKING)
The guy?!?!
Gotcha!

Action:

F'S FACE COMES BACK TO MIDDLE TO GET WIDE EYES



Timing:

SEP 10 2010

Production

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1034-233

1034 / 233

ADVENTURE TIME



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Sc. 124

Pnl. A

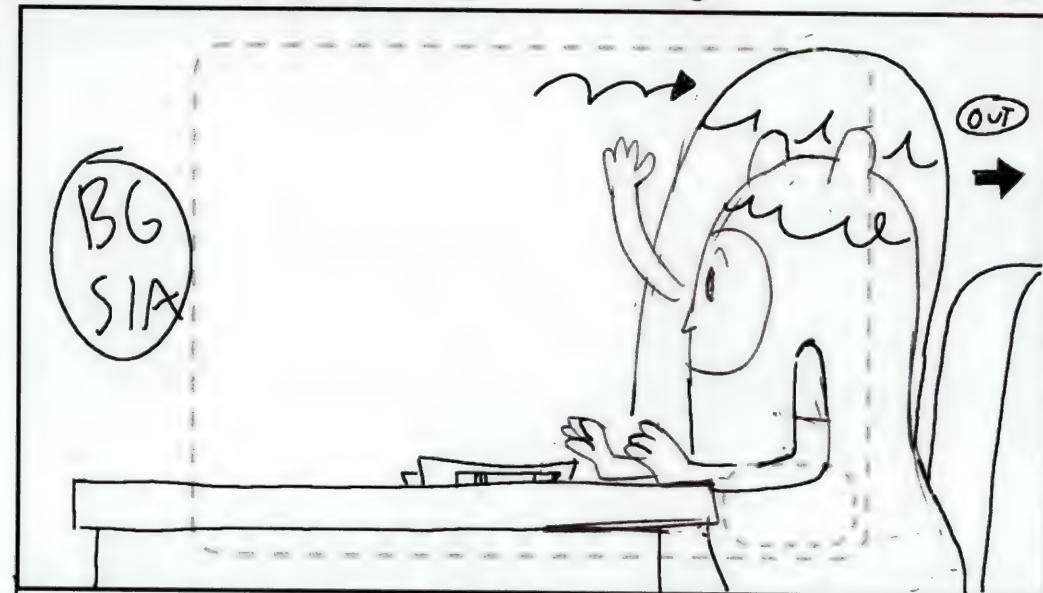
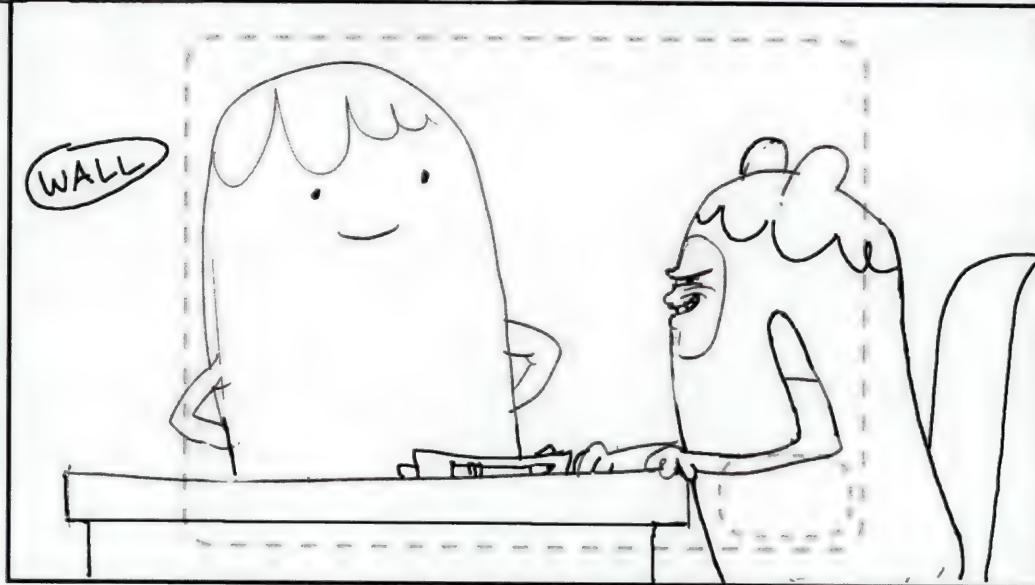
Bg.

day night

Sc. 124 ~~cont~~ Pnl. B

Bg.

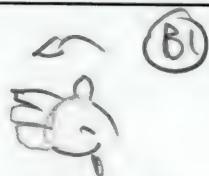
day night



Dialog:

o o c

BG#16: "WELL, BYE"



Action:

- BEAT, FINN HAS SNEAKY
LOOK ON HIS FACE!

- BG WAVES AS HE LEAVES RIGHT. FINN SNAPS OUT OF IT

Timing:

SEP 10 2015

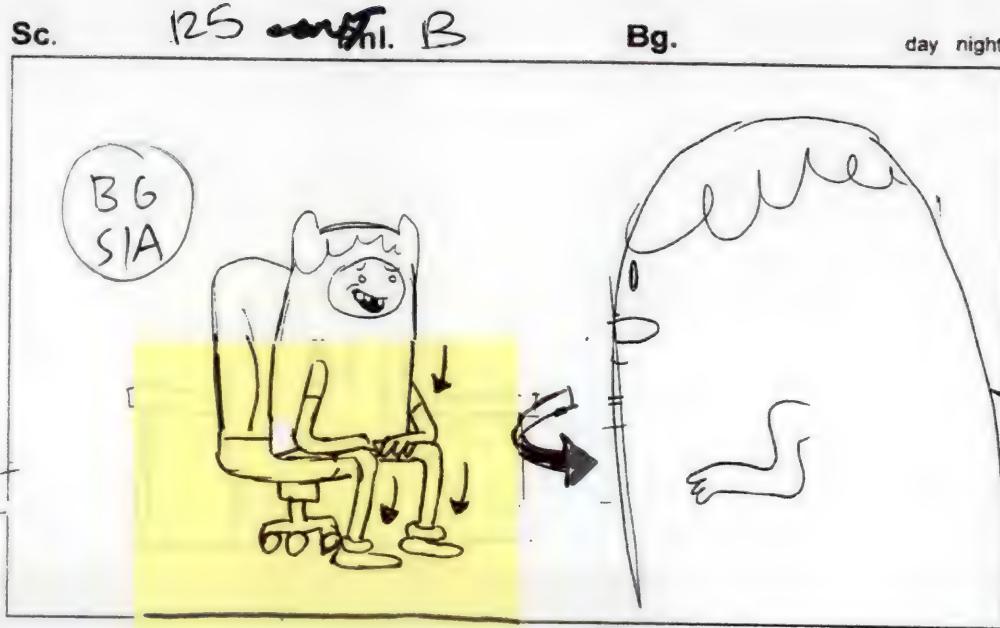
Production:

EPISODE #

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1034/233



pg. 170
1034-233

EPISODE #

Dialog:
F/ OH OH UH UH WAIT A MINUTE... MISTER?

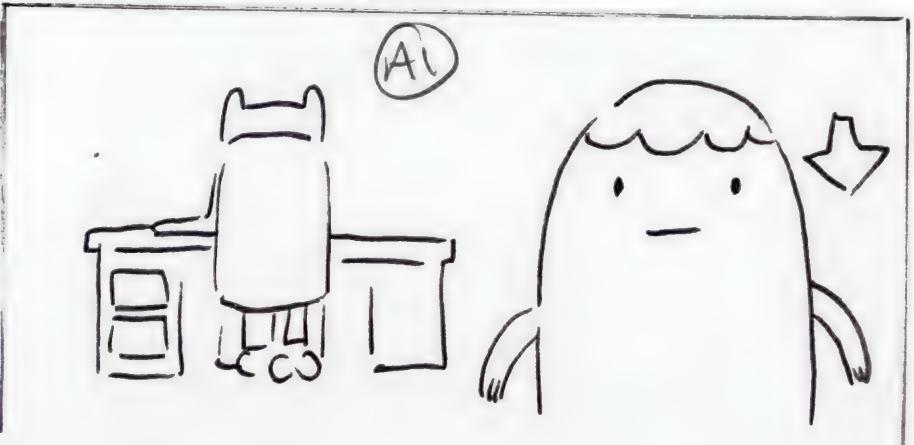
BG #16 / BANANA GUARD #16

F/ YOU SURE KNOW A LOT
ABOUT ART AND STUFF...

Action:
BG WALKS BUT STOPS.
F SPINS IN CHAIR, FEET AND HANDS UP

F SETS HIS FEET AND ARMS DOWN, RESTING ON LAP.
BG TURNS AROUND TO LOOK AT FINN

Timing:



Production:

SEP 10 2015

1034/233

ADVENTURE TIME

1034/233

Sc. 126

Pnl. A

Bg.

day night



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171

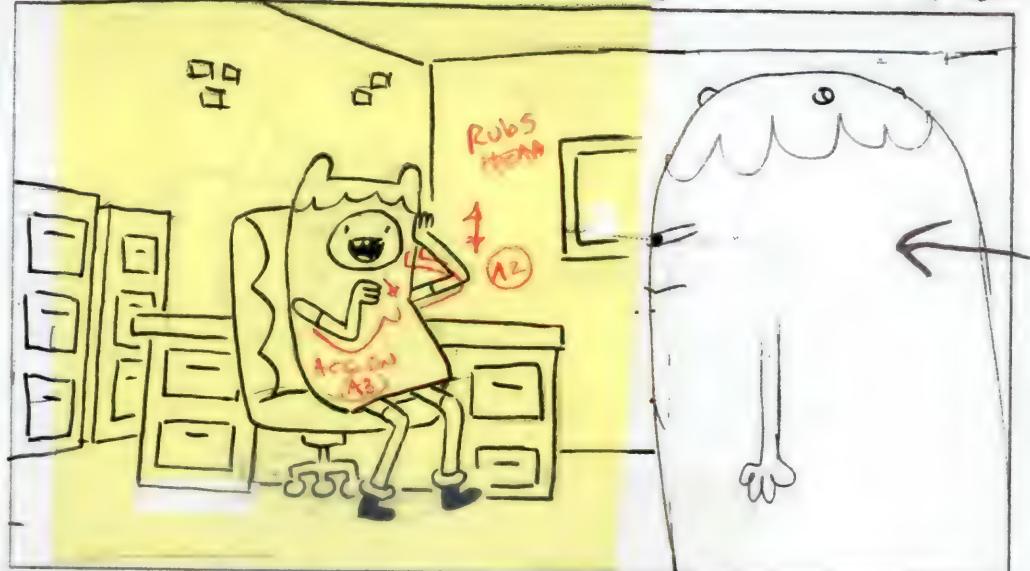


Sc. 127

Pnl. A

Bg.

day night



1034-233

EPISODE #

1034/233

Dialog:

BG/ YEEAHHH...
#16

F/ DO YOU HAVE SOME ART OF YOUR OWN I
COULD LOOK OFF OF AND GET, UH



BG LEANS BACK A
BIT WHILE HE SAYS THIS (SLOW)

A2



F FIDGETS IN SEAT, RAISES HAND TO HEAD AND OTHER
HAND UP

SEP 10 2015



1034/233

ADVENTURE TIME



Sc. 127 cont'

Pnl. B

Bg.

day night



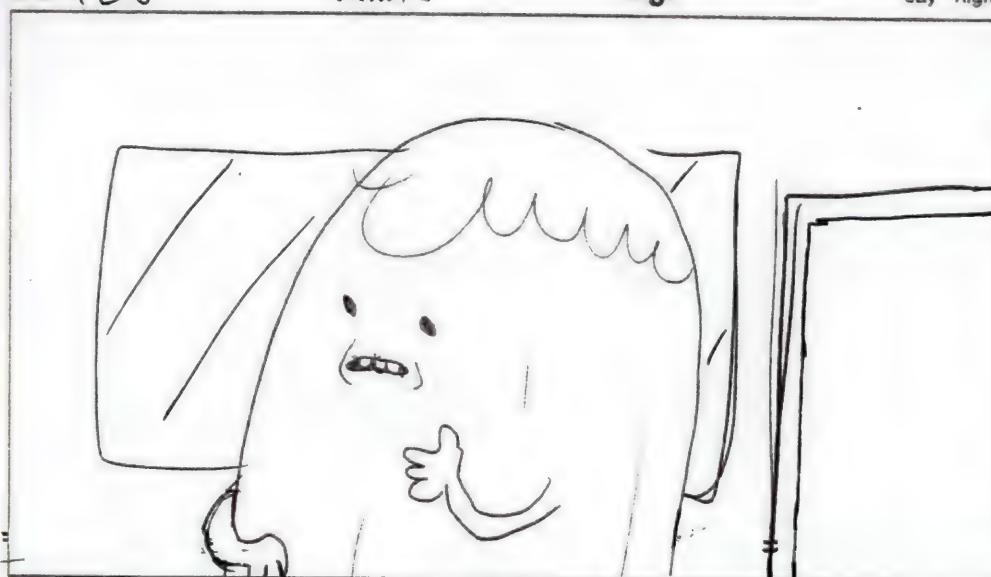
Sc. 128

Pnl. A

Bg.

day night

Page 172



Dialog:

-F/ I DON'T KNOW....UH INSPIRATION FROM?

BG/ INSPIRATION.....
#16

Action:

F CROSSES LEGS, RESTS RIGHT ARM ON THEM,
TRIES TO LOOK CASUAL.

-BG #16
PUTS HAND ON CHIN(?) AREA, SOFTLY TALKING
TO HIMSELF.

Timing:



SEP 10 2015

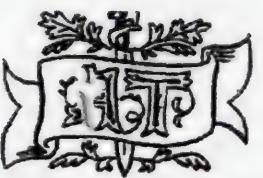
EPISODE # 1034-233

A1



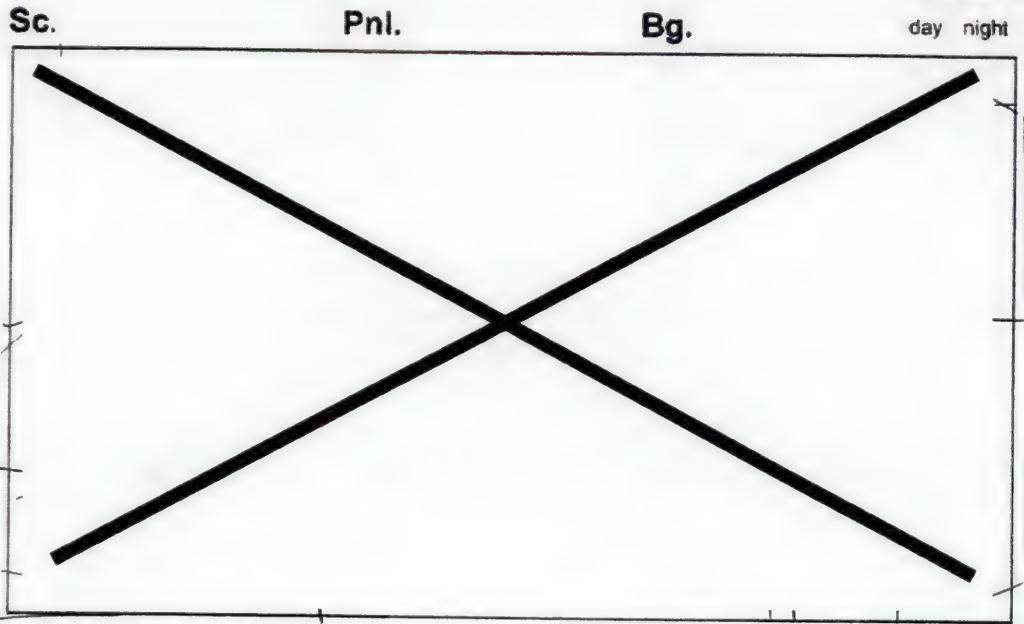
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ADVENTURE TIME



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Pnl.

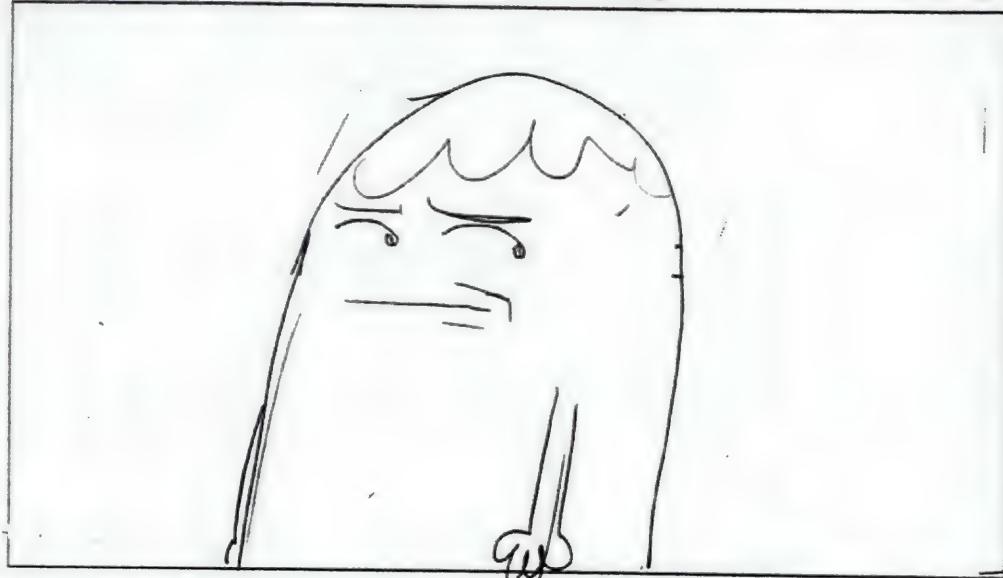
Bg.

day night

Sc. 128 *cont* Pnl. B

Bg.

day night



| | |
|---------|-------------------------------|
| Dialog: | BG #16 : "HMM" |
| Action: | - BG#16 LOOKS AWAY FROM FINN, |
| Timing: | |

SEP 10 2015

EPISODE # 1034-233

Production :

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ADVENTURE TIME



Sc. 129

Pnl. A

Bg.

day night

Sc. 129 contnl. B

Bg.

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day night

174A NEXT



EPISODE #

1034/233

Dialog:

BG: FOLLOW ME

Action:

BG TURNS AND MOTIONS WITH ARM,
F PUTS LEGS ON CHAIR AND SHAKES HIS FISTS
WITH DELIGHT

Timing:

SEP 10 2015

Production:

1034/233

1034 / 233

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ADVENTURE TIME



Sc. 129 cont Pnl. C

Bg.

day night

Sc. 130

Pnl. A

Bg.

Page

174A

day night

175 NEXT



EPISODE #

Dialog:

Action:

BG TURNS HEAD AND CONTINUES OUT OF FRAME,
FINN HOPS OUT OF SEAT AND FOLLOWS.

Timing:

SEP 10 2015

Production:

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ADVENTURE TIME



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Sc. 130 CONT Pnl. B Bg.

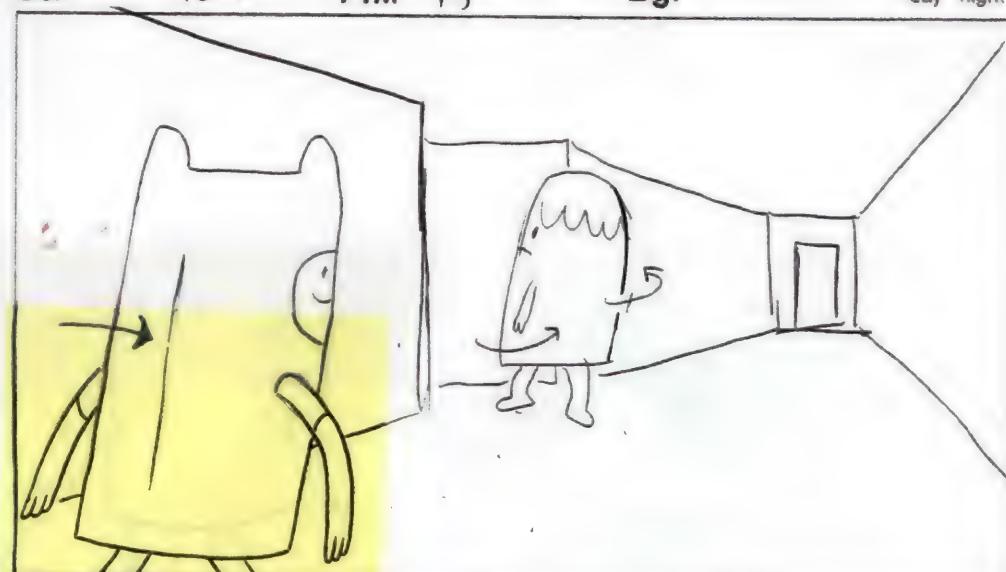
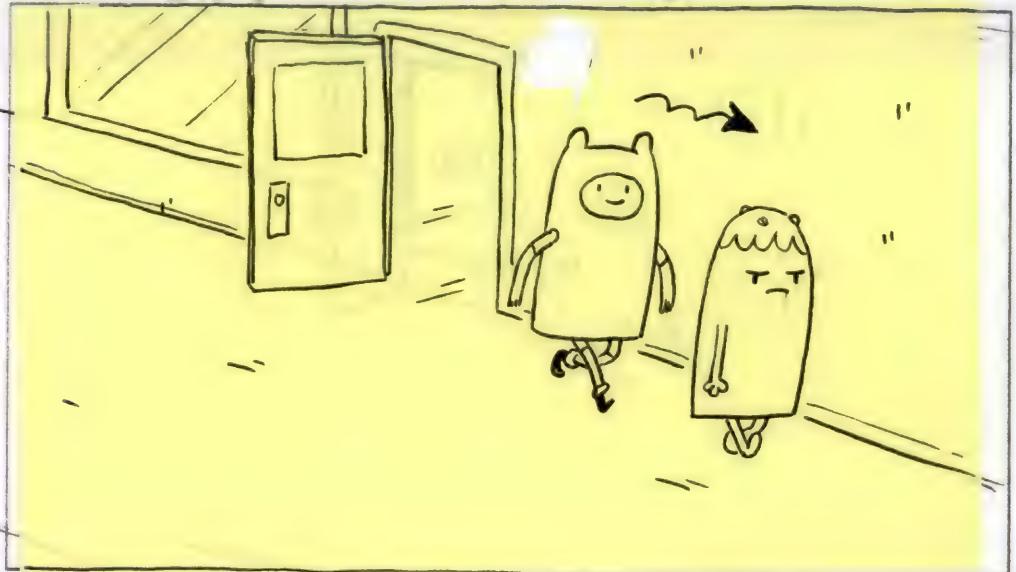
day night

Sc.

131

Pnl. A

day night



1034-233

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EPISODE #

Dialog:

Action:

- F + BG SILENTLY WALK OUT OF OFFICE AND DOWN THE HALL

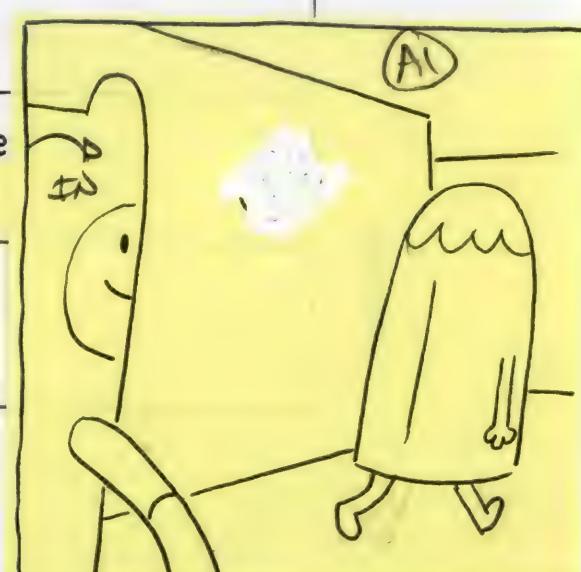
(B2)

BG STOPS FOR A SECOND TO CHECK THE
HALLWAY, FINN KEEPS FOLLOWING.

Timing:



SEP 10 2015



1034 / 233

ADVENTURE TIME



Sc. 131 **CONT** Pnl. B Bg. day night

Sc. Pnl. Bg. day night

EPISODE # 1034-233

Dialog:

Action:
- BG KEEPS GOING, FINN FOLLOWS ALONG.

Timing:

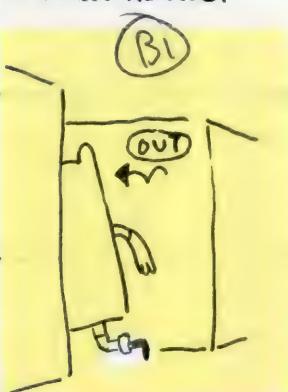
SEP 10 2015

Production :

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ADVENTURE TIME



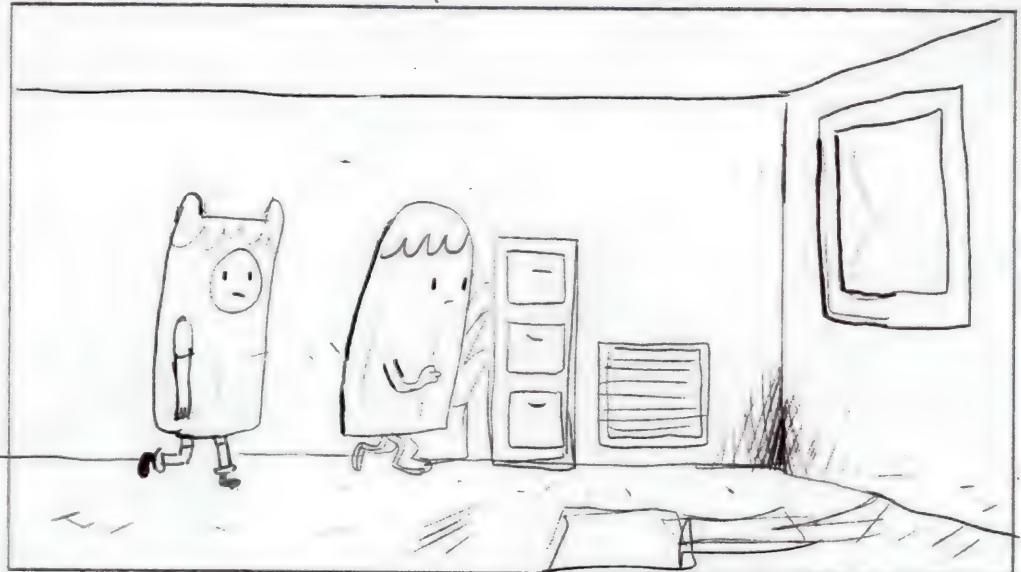
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Sc. 132

Pnl. A

Bg.

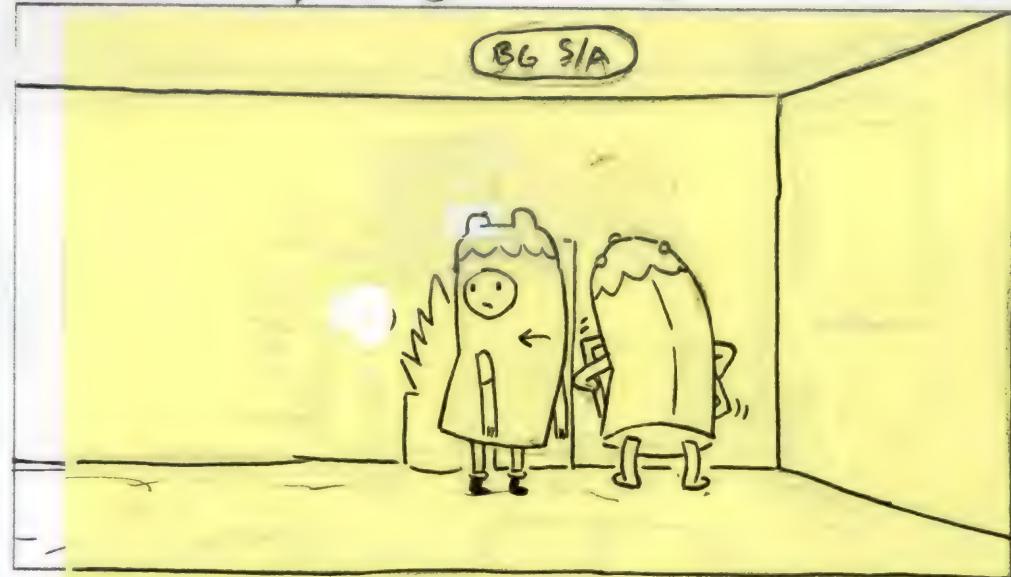
day night



Sc. 132 cont Pnl. B

Bg.

day night

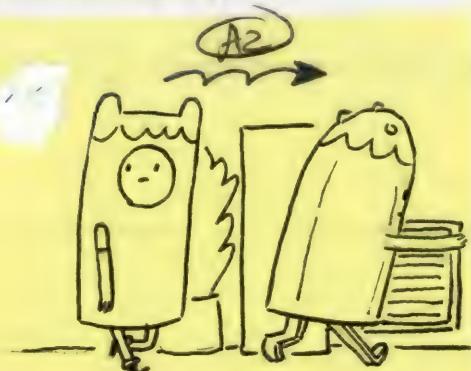
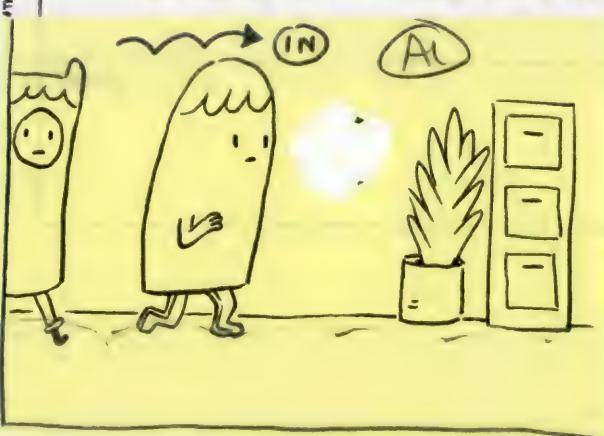


Dialog:

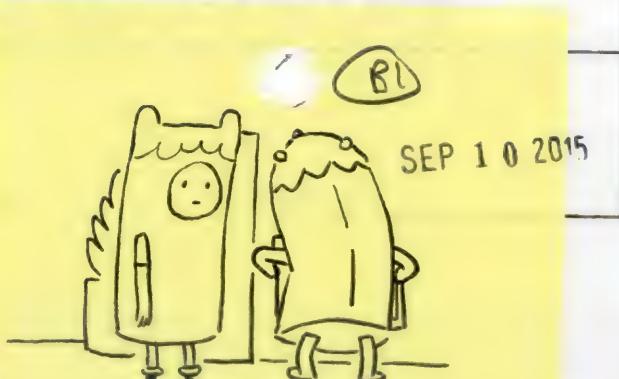
SFX: * RATTLING *

Action:

BG WALKS INTO FRAME, FINN IS BEHIND HIM WALKING IN TOC



FINN TURNS REAL QUICK TO LOOK BEHIND HIM,
BG FIDDLE WITH AIR DUCT COVER AND IT MOVES



EPISODE # 1034-233

Production :

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ADVENTURE TIME

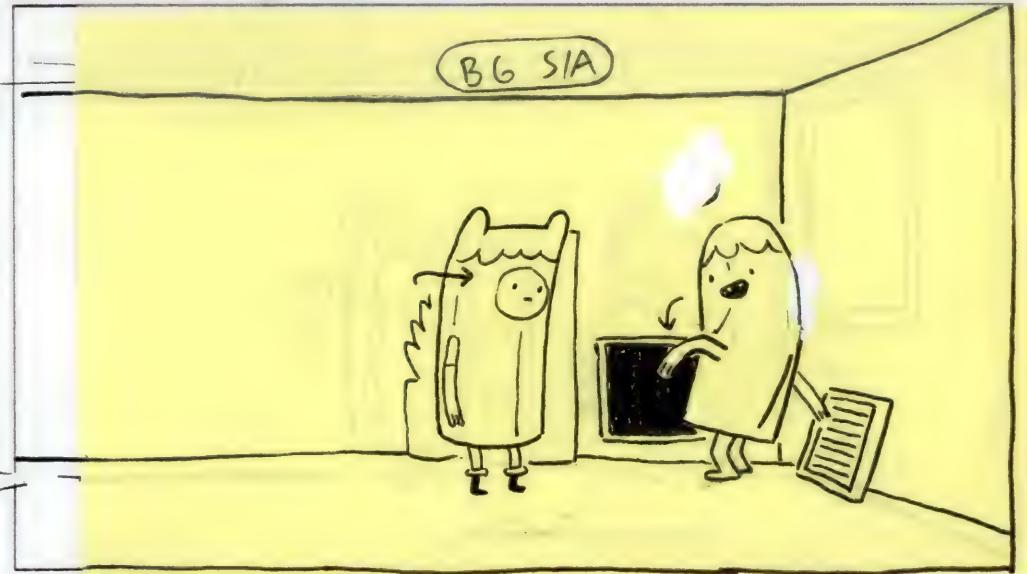
1034 / 233

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Sc. 132 cont Pnl. C

Bg.

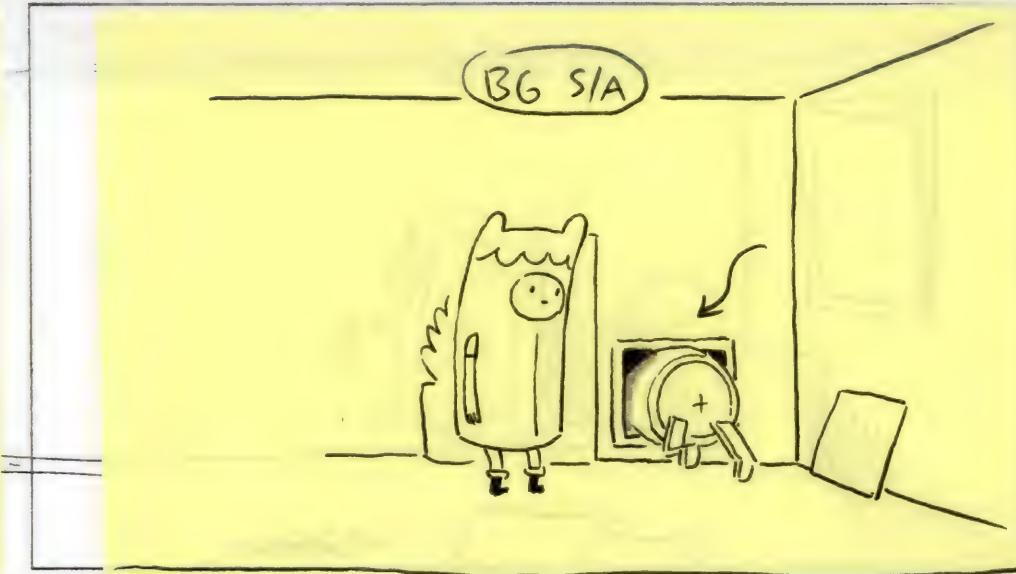
day night



Sc. 132 cont Pnl. D

Bg.

day night



EPISODE #

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1034 / 233

Dialog:

BG/ IN HERE!

16

Action:

FINN LOOKS BACK AT THE NEW HOLE,
BG MOTIONS WITH HIS ARM AND SETS THE
AIR DUCT COVER TO THE SIDE

Timing:



- BG CRAWLS INTO THE AIR DUCT

SEP 10 2015

Production

1034 / 233

ADVENTURE TIME



NO SC
133

Page 179

Sc. 132 cont Pnl. E

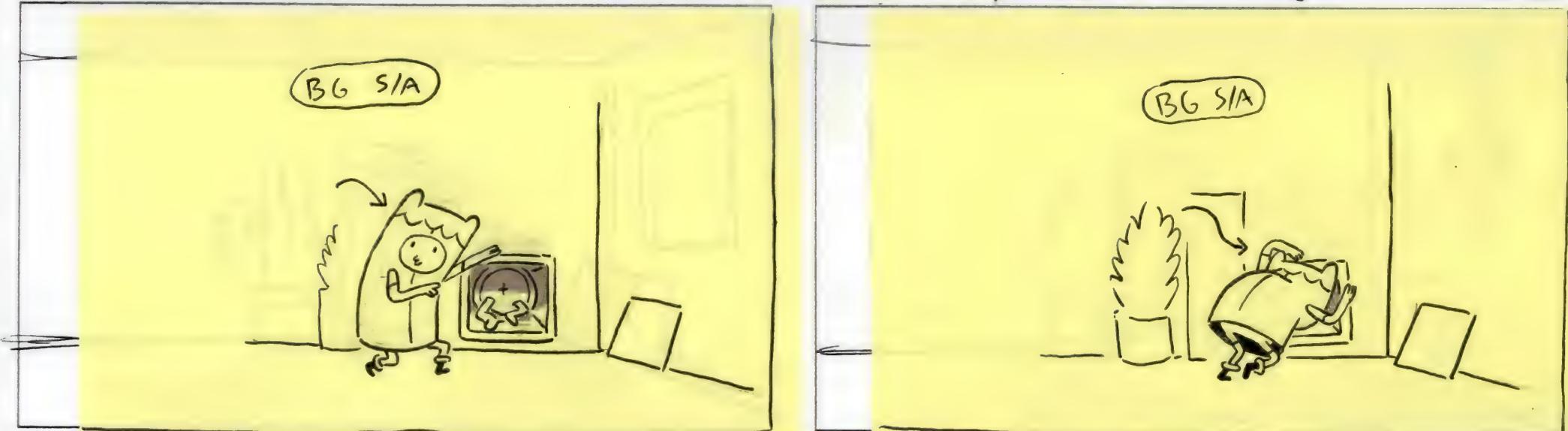
Bg.

day night

Sc. 132 cont Pnl. F

Bg.

day night



Dialog:

Action:

FINN TAKES ONE LOOK BACK AS HE REACHES FOR THE HOLE,
BG CRAWLS FURTHER IN

FINN DUCKS DOWN, ABOUT TO ENTER

Timing:

SEP 10 2015

EPISODE #

Production :

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ADVENTURE TIME



Sc. 134

Pnl. A

Bg.

day night

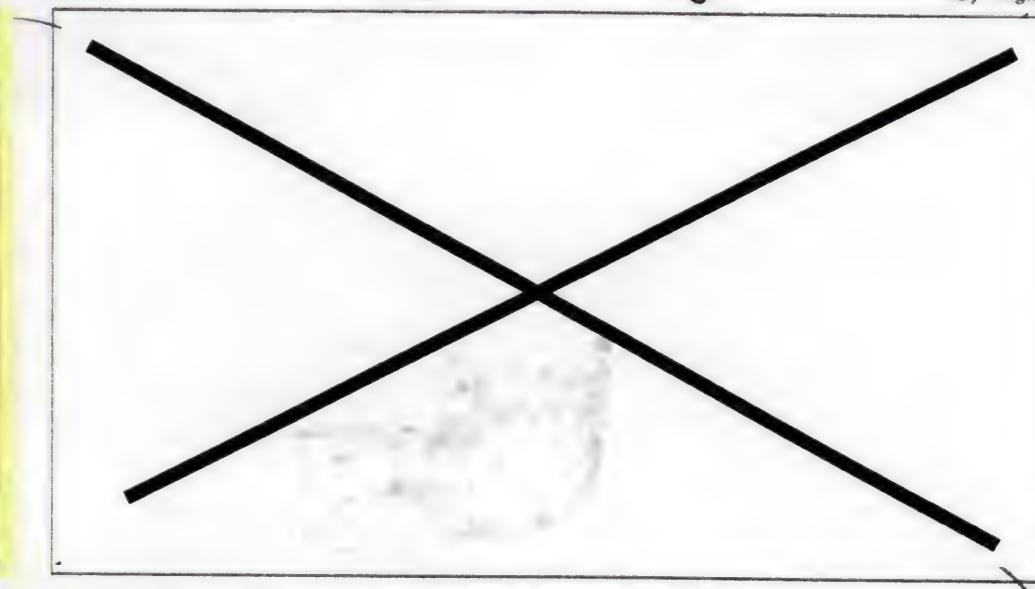
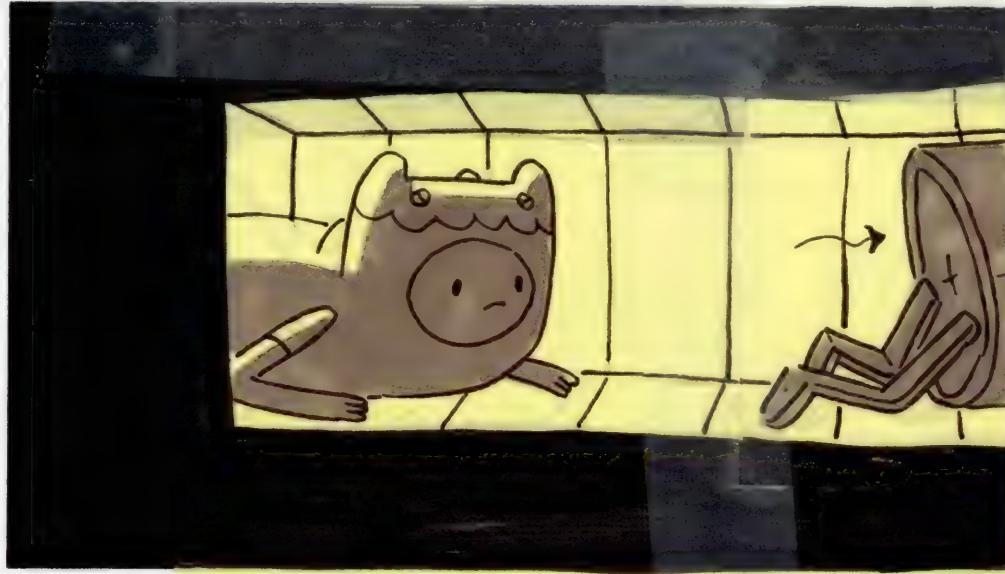
Sc.

Page 180

Pnl.

Bg.

day night



Dialog:

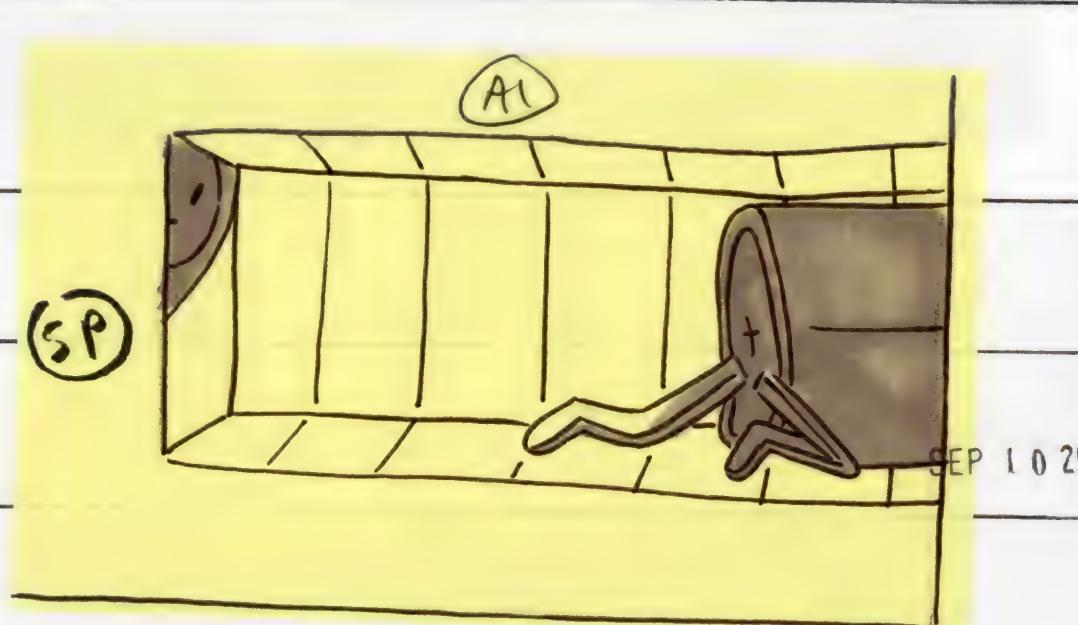
Action:

BG IS ALREADY CRAWLIN' AWAY AS F POPS INTO THE VENT

Timing:

(SP)

SEP 10 2015



EPISODE #

Production

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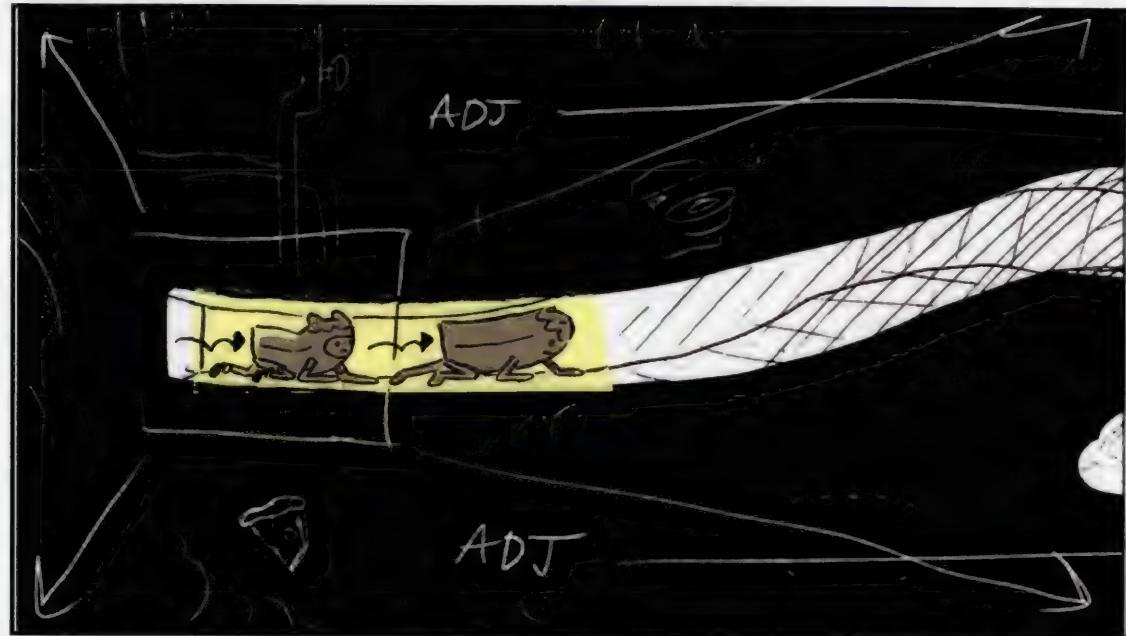
ADVENTURE TIME



Sc. 134 *cont* Pnl. B

Bg.

day night

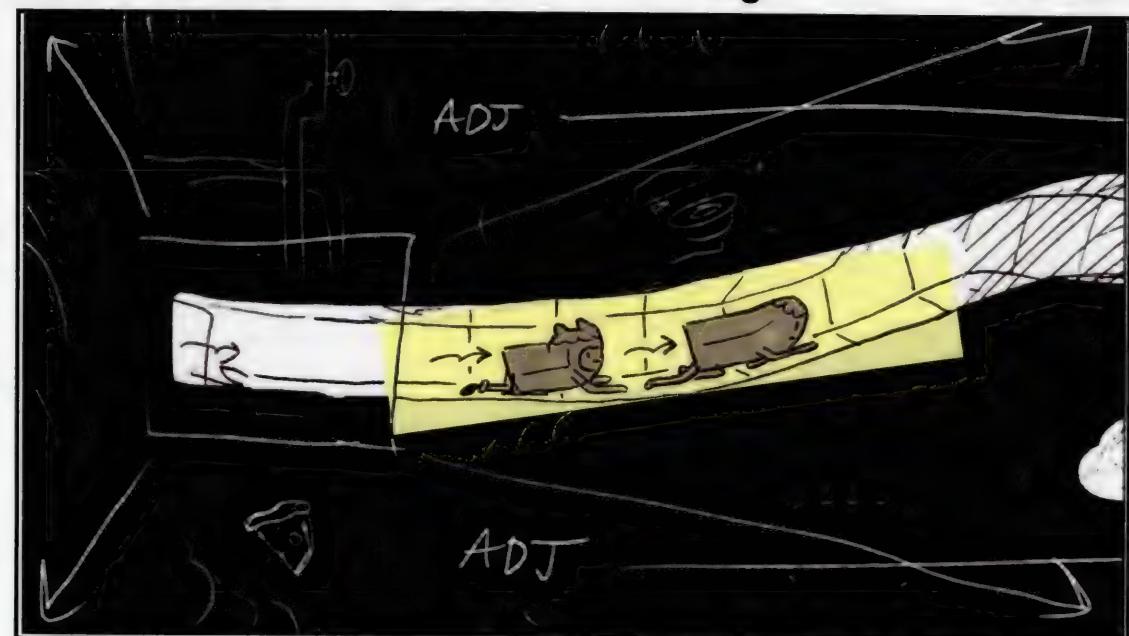


Sc. 134 *cont*

Pnl. C

Bg.

day night



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Production:

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1034/233

Dialog:

BG#16/ "I found this walled off area

BG #16/ while cleaning one day..."

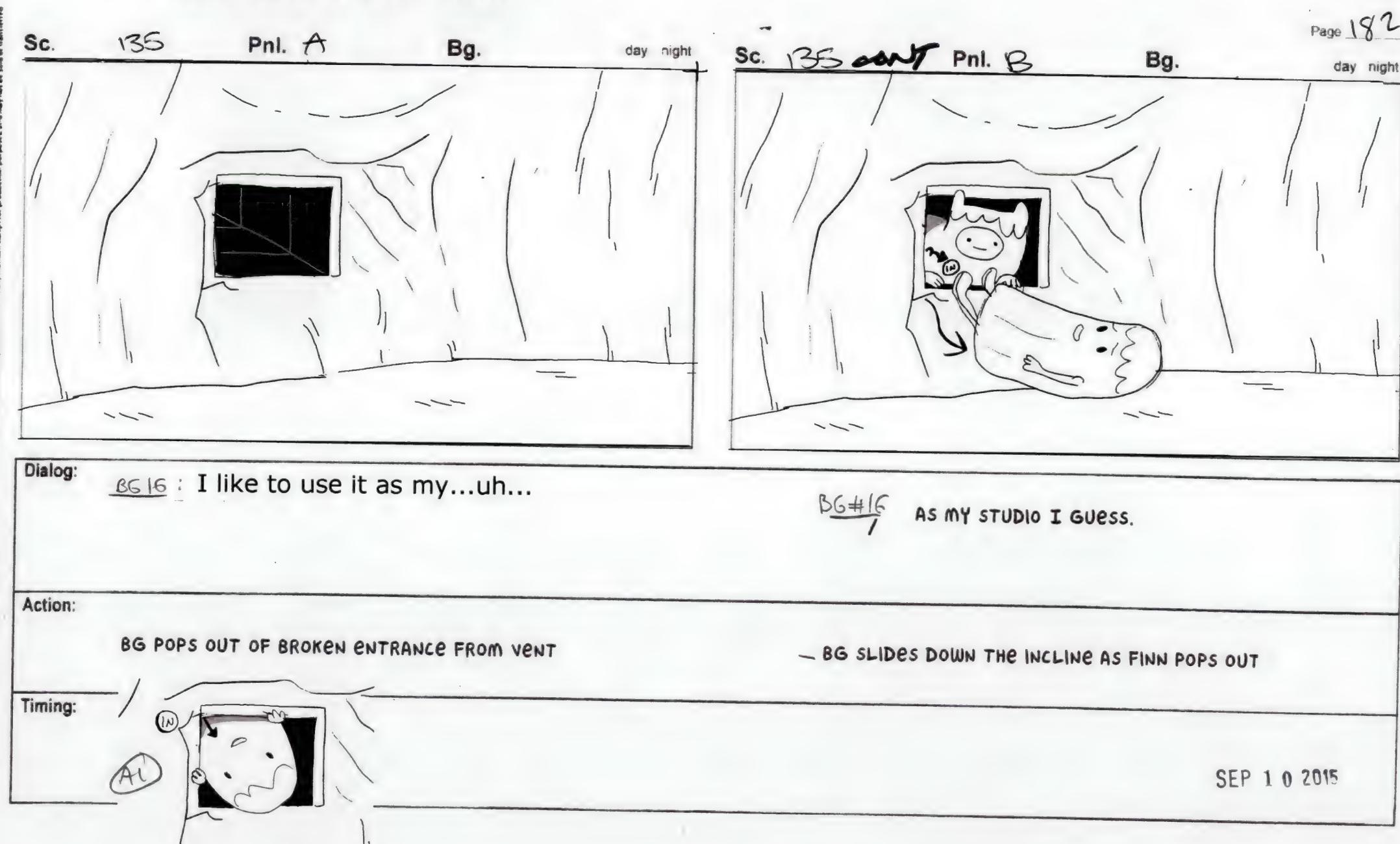
Action:

Timing:

SEP 10 2011

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ADVENTURE TIME



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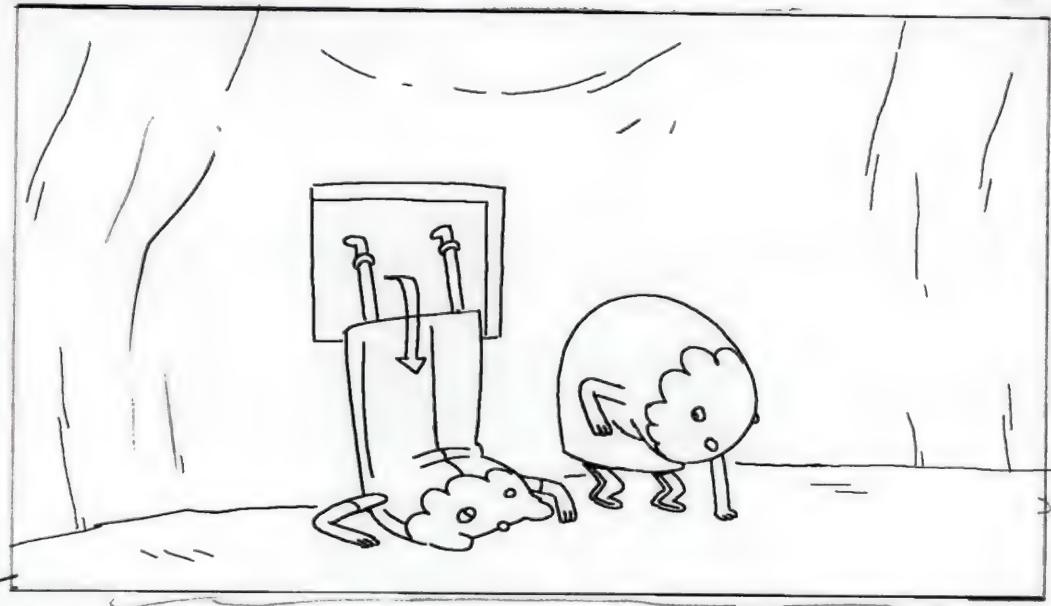
Production :

1034 / 233

1034/233

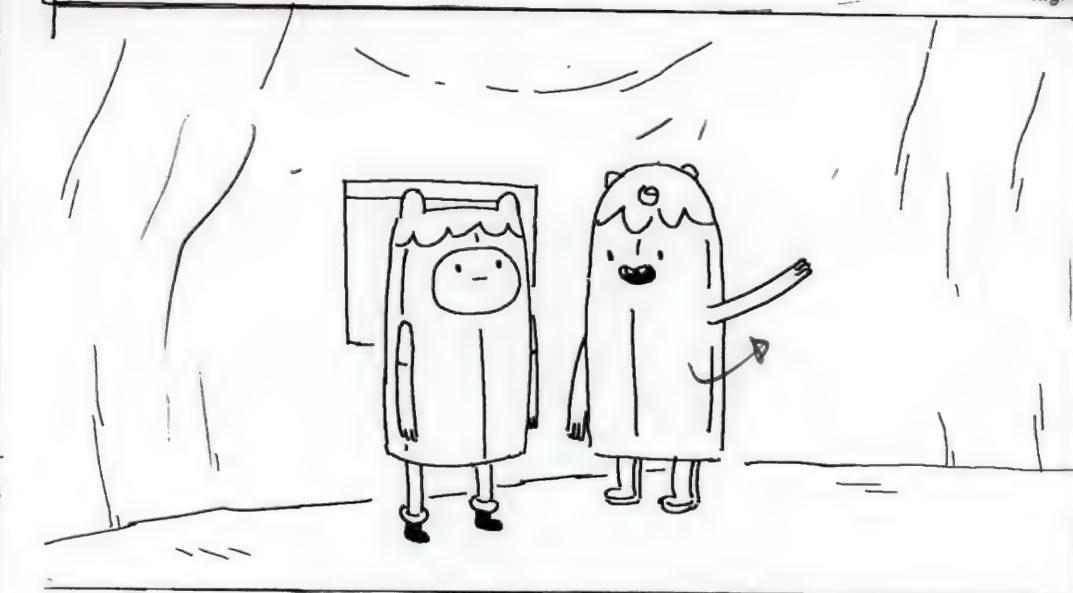
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Sc. 135 ~~cont~~ Ph. C



night

Sc. 135 ~~cont~~ Ph. D



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night

EPISODE #

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Dialog:

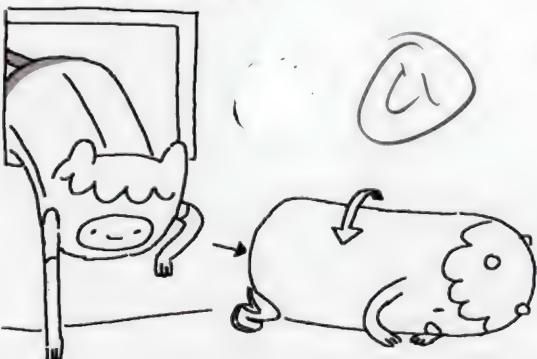
SFX: *THUMP *

BG #16

/ MAYBE THIS WILL INSPIRE YOU?

Action:

BG BENDS AND GETS UP, FINN ALSO SORT OF SLIDES/FALLS OUT OF THE VENT



Timing:

BG STANDS UP STRAIGHT AND MOTIONS WITH HIS ARM, FINN GETS UP AND IS A LITTLE DIZZY FROM THE SMALL FALL.

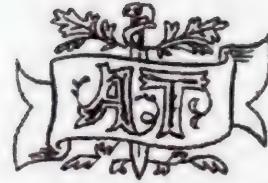
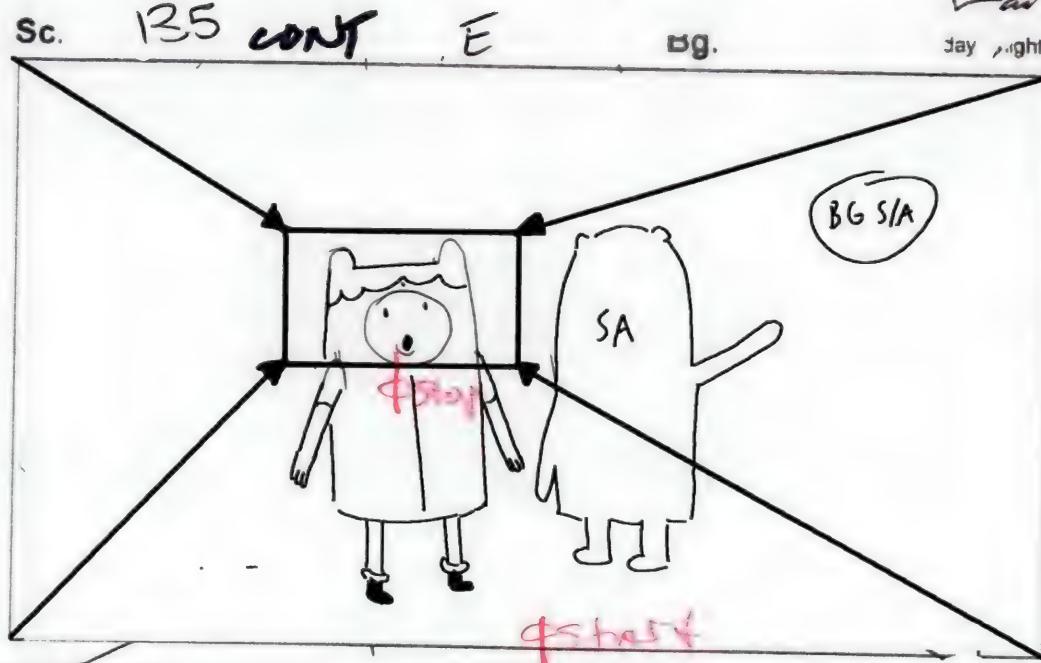


Production:

1034/233

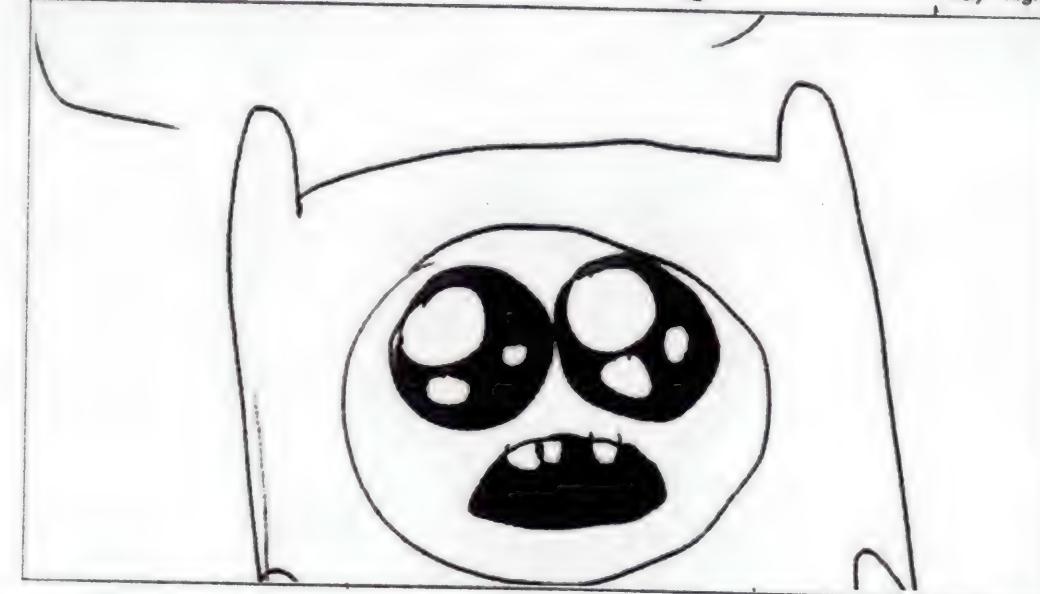
1034/233

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NO SC 136

Sc. 135 cont Pnl. F



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No PG-185
day night

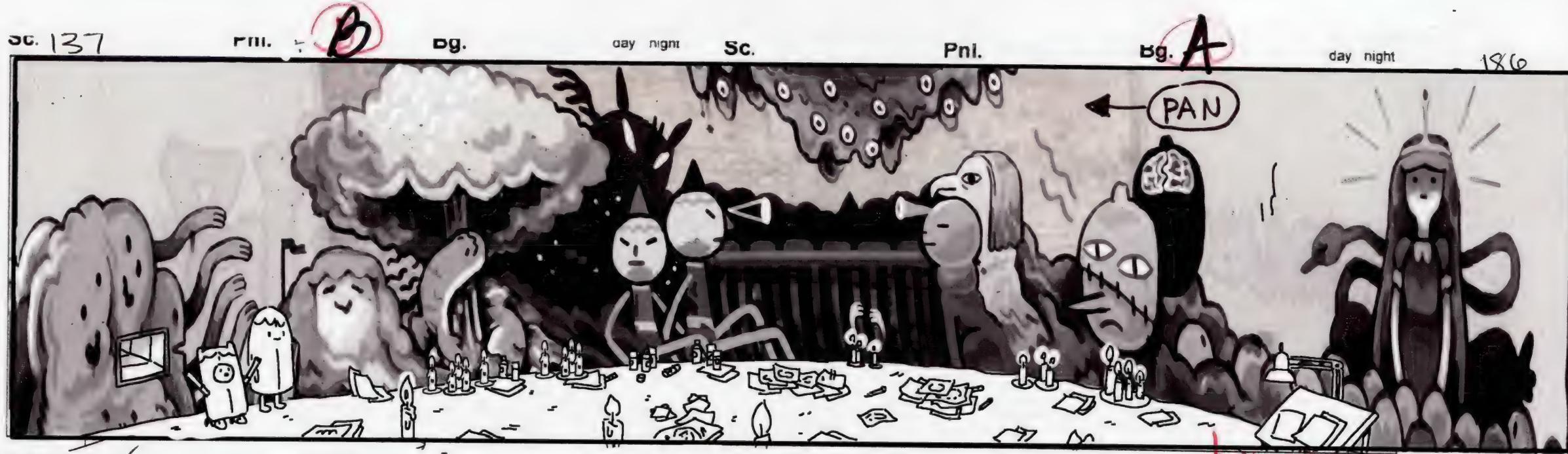
| | | |
|---------|--|--|
| Dialog: | F/ *GASPS | Diag truck IN |
| Action: | - QUICK ZOOM IN ON FINN AS HE NOTICES THE ENTIRE PLACE | - FINN'S EYES GROW BIG AND MOUTH AGAPE |
| Timing: | | SEP 10 2015 |

Production

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Dialog:

(C/U)

F/ OH MY GLOB! THESE ARE GORGEOUS!

BG #16: HEY, THANKS.

\$STAR

Action:

PAN OVER FROM FINN AND THE BG TO THE RIGHT
TO GET A VIEW OF THE WHOLE ROOM AND ITS
CONTENTS

Timing:

Production :

SEP 10 2015

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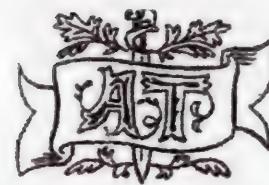
ADVENTURE TIME

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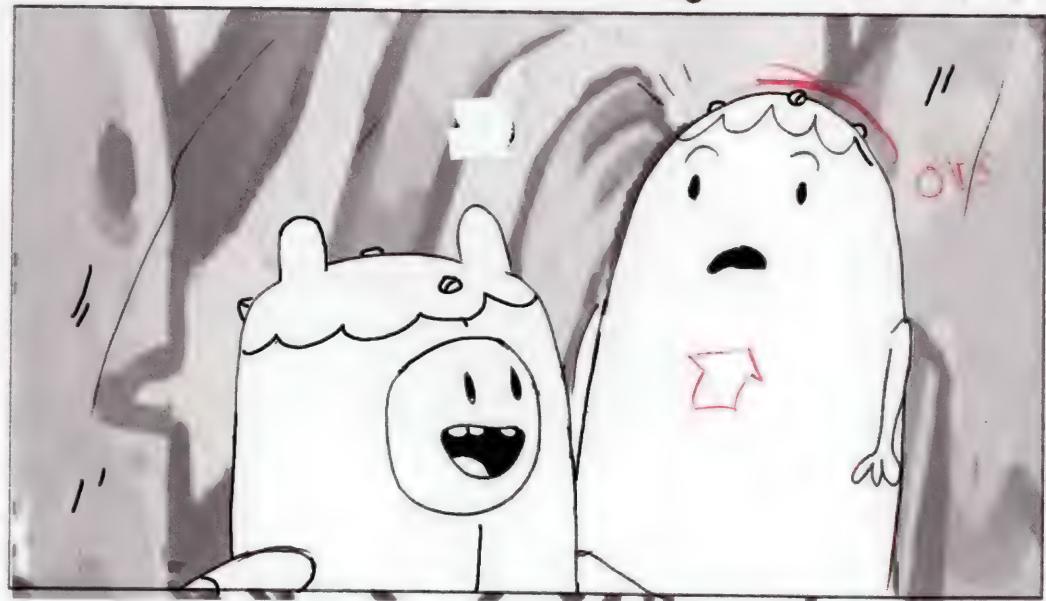
Sc. 138

Pnl. A

Bg.



day night



Sc. 138

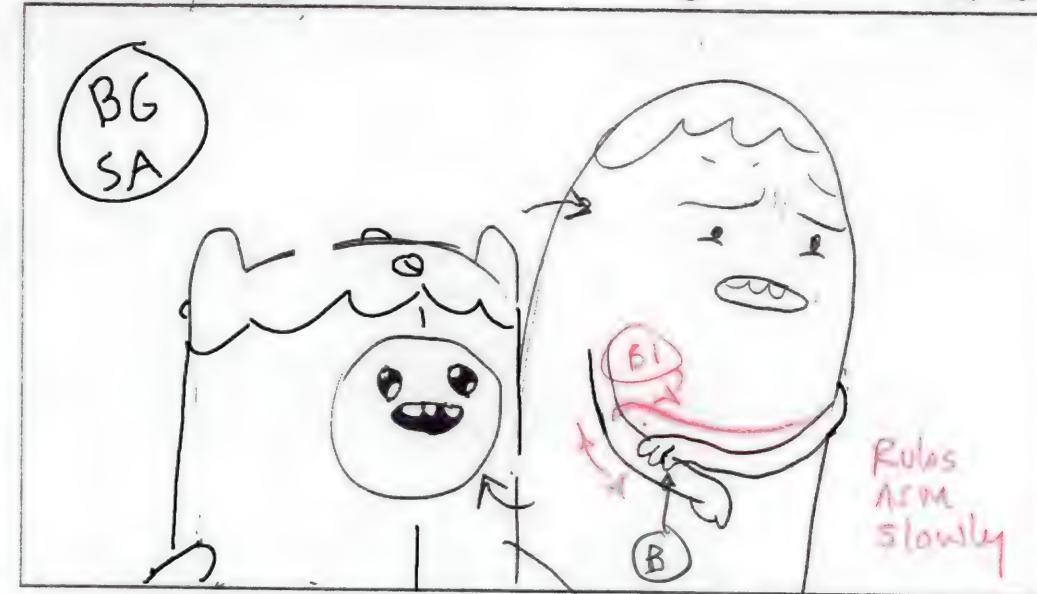
cont

Pnl. B

Bg.

Page 187

day night



Dialog:

F/ IS THIS WHY YOU'VE BEEN PAINTING OUTSIDE walls
BANANA GUARD #16?

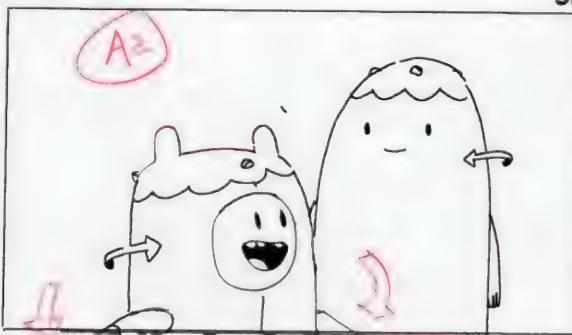
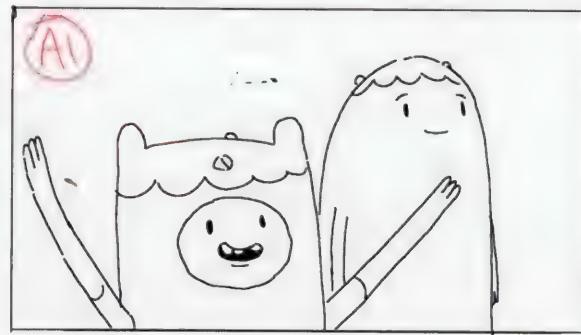
BG16/ UH... I JUST NEEDED MORE SPACE TO
EXPRESS MY ARTISTIC IMPULSES...

Action:

FINN SLIGHTLY LOOKS AT HIM WITH THIS STATEMENT, THE
BG IS A LITTLE SHOCKED THAT HE IS FIGURED OUT!

FINN LOOKS BACK AT THE WALLS, WIDE EYED
THE BG TURNS BACK TOO, RUBBING HIS ARM
SMILES AS HIS ANSWER.

Timing:



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Sc. 139

Pnl. A

Bg.

day night



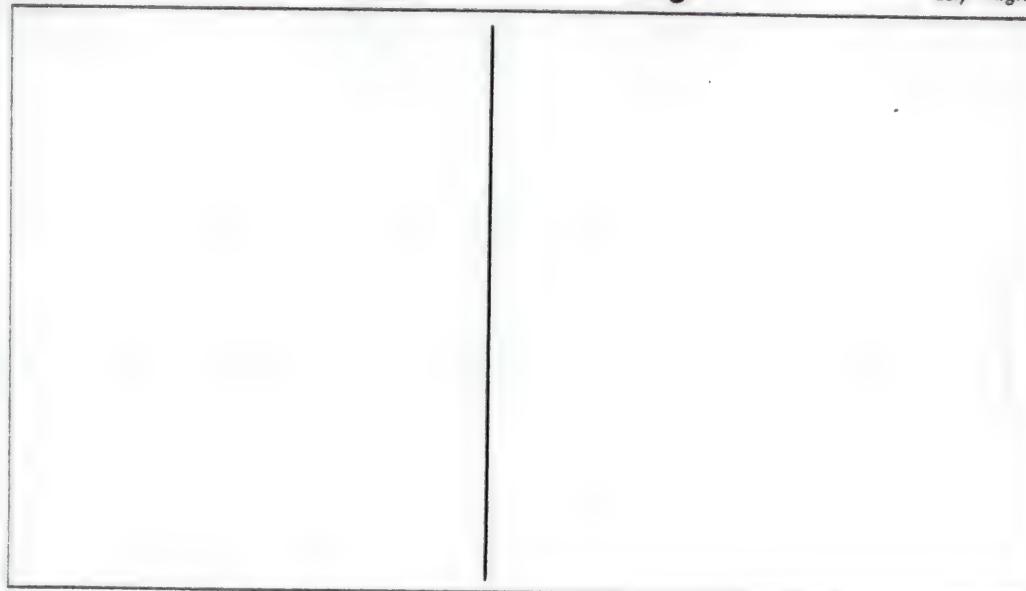
Sc.

Pnl.

Bg.

Page 188

day night



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Dialog:

BG #6 : IT'S LIKE I NEED TO KNOW,
LIKE IT'S IN MY DNA ...



BEAT. A MOMENT OF SMALL ENJOYMENT.

edgewipe

SEP 10 2015

Production

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ADVENTURE TIME



Sc. 139a

Pnl. A

Bg.

day night



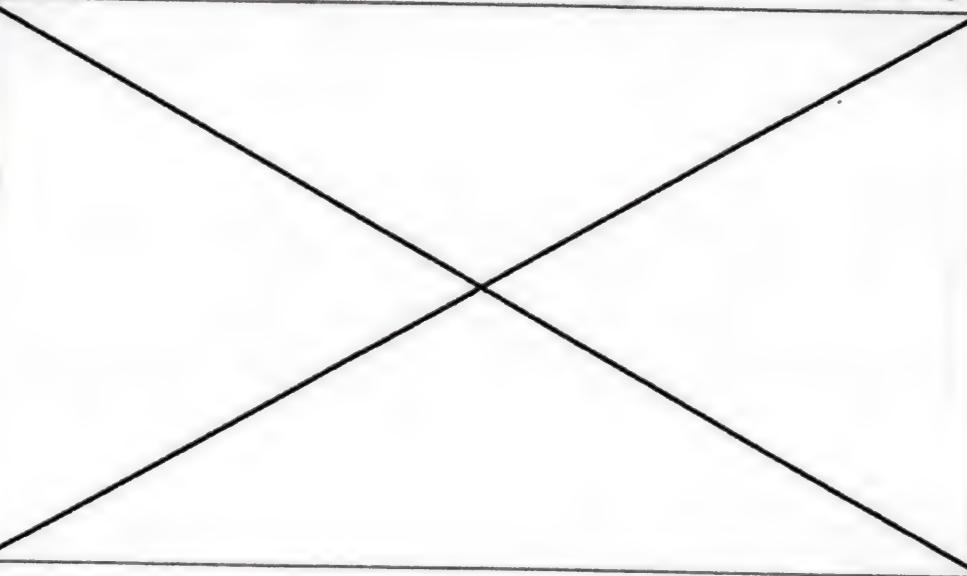
Sc.

Pnl.

Bg.

Page 189
day night

NO PGS 190-208



Dialog:

Step cycle

Ac

(A)

SA

Tilt

JAKE LOOKS
AROUND HALLWAY

SEP 10 2015

Production

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Sc. 139B

Pnl. A

Bg.

day night

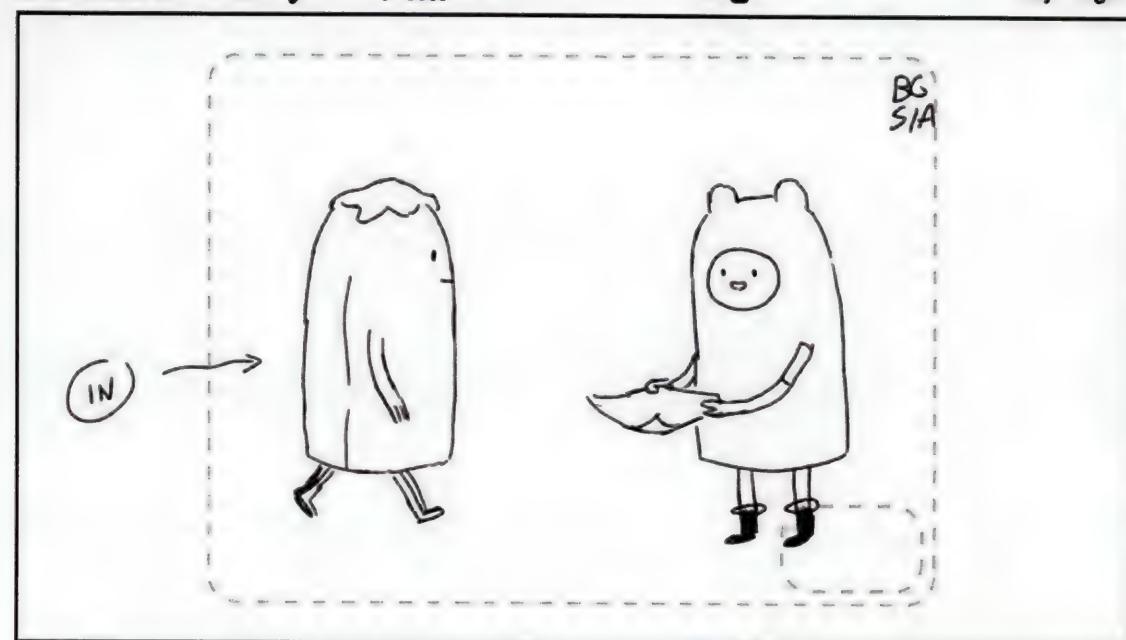


Sc. 139B *cont*

Pnl. B

Bg.

day night



1034/233

Dialog:

F/ THIS STUFF IS GREAT!

F/ YOU SHOULD HANG IT IN
A GALLERY!

Action:

F LOOKING @ DRAWINGS & DRAFTING TABLE

Timing:

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ADVENTURE TIME



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Sc. 139c

Pnl. A

Bg.

day night

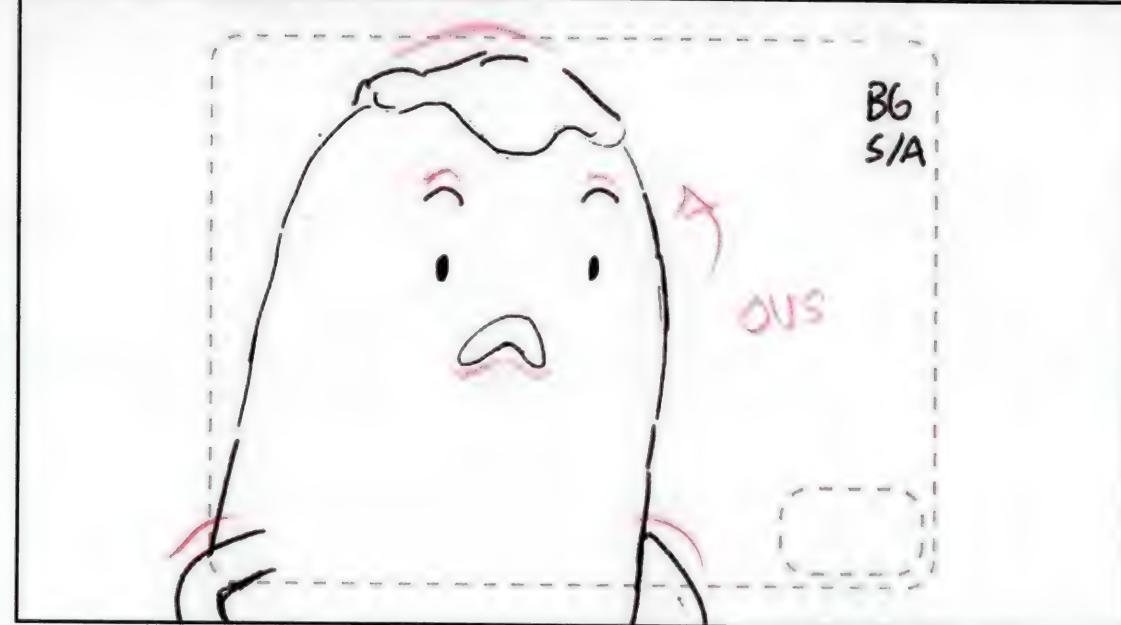


Sc. 139c

cont Pnl. B

Bg.

day night



1034/233

Dialog:

BG16 / NO!! PRINCESS BUBBLEGUM
WOULD HATE THAT.

Action:

(SP)

SEP 10 2015

Timing:

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Sc. 139c cont Pnl. C

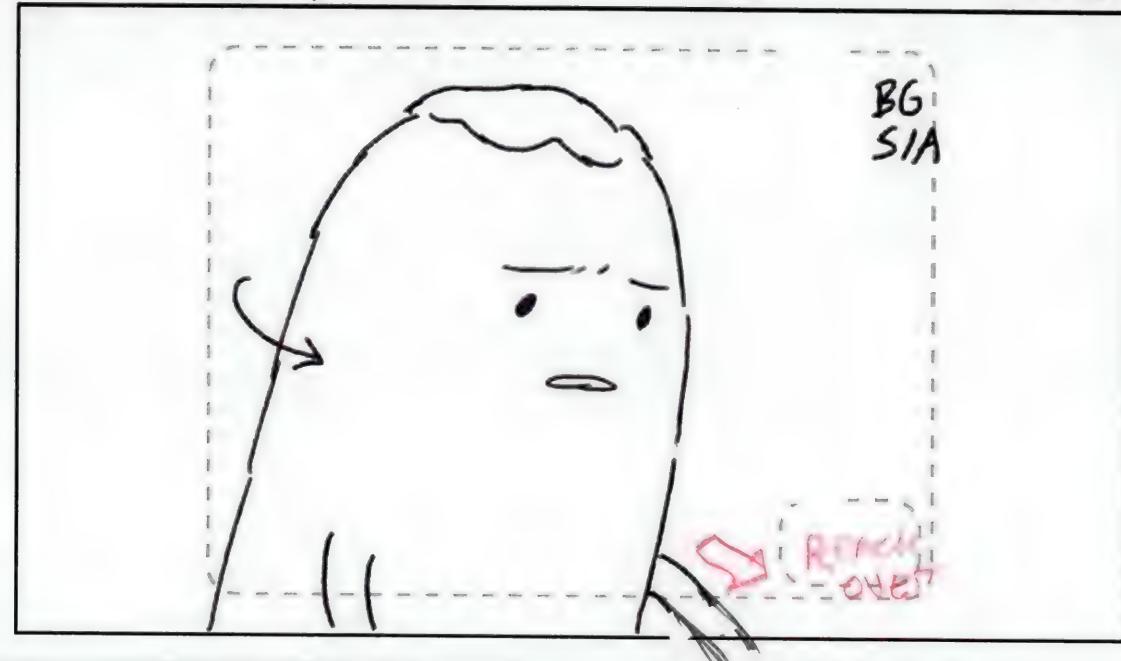
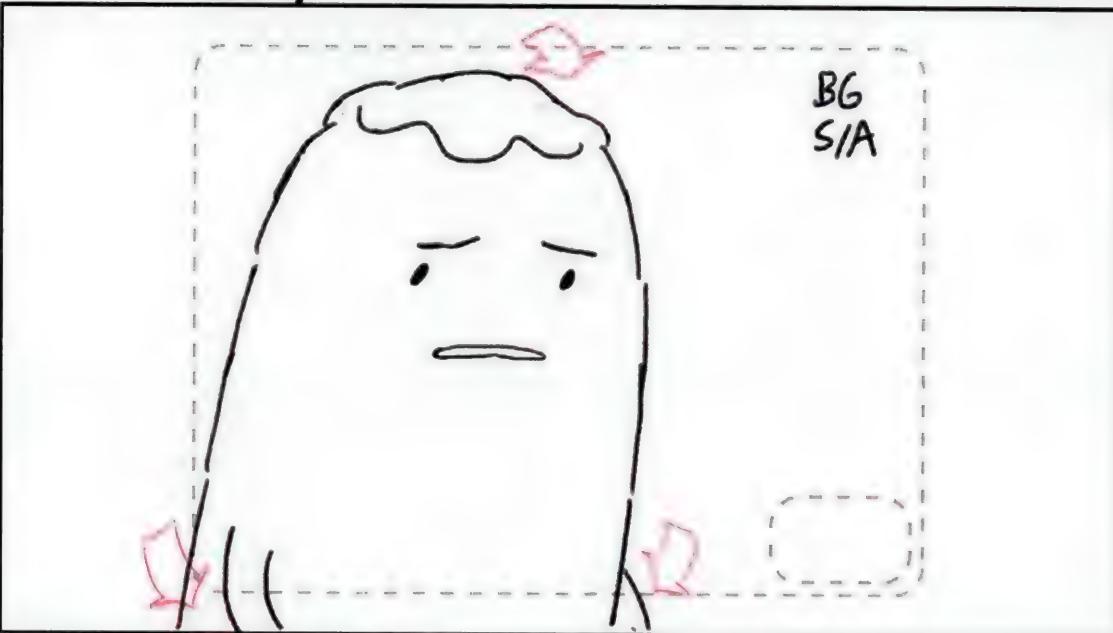
Bg.

day night

Sc. 139c cont Pnl. D

Bg.

day night



Dialog:

BG16 / BANANA GUARDS ARE JUST SUPPOSED TO...

BG16 / ... GUARD.

Action:

SEP 10 2015

Timing:

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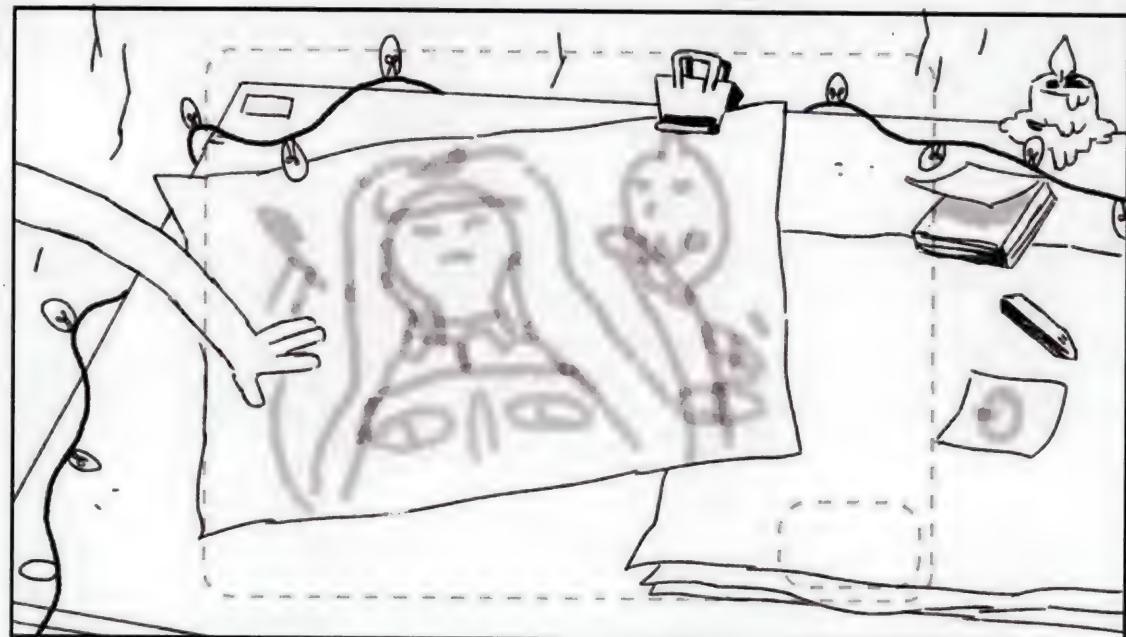


day night

Sc. 139d

Pnl. A

Bg.

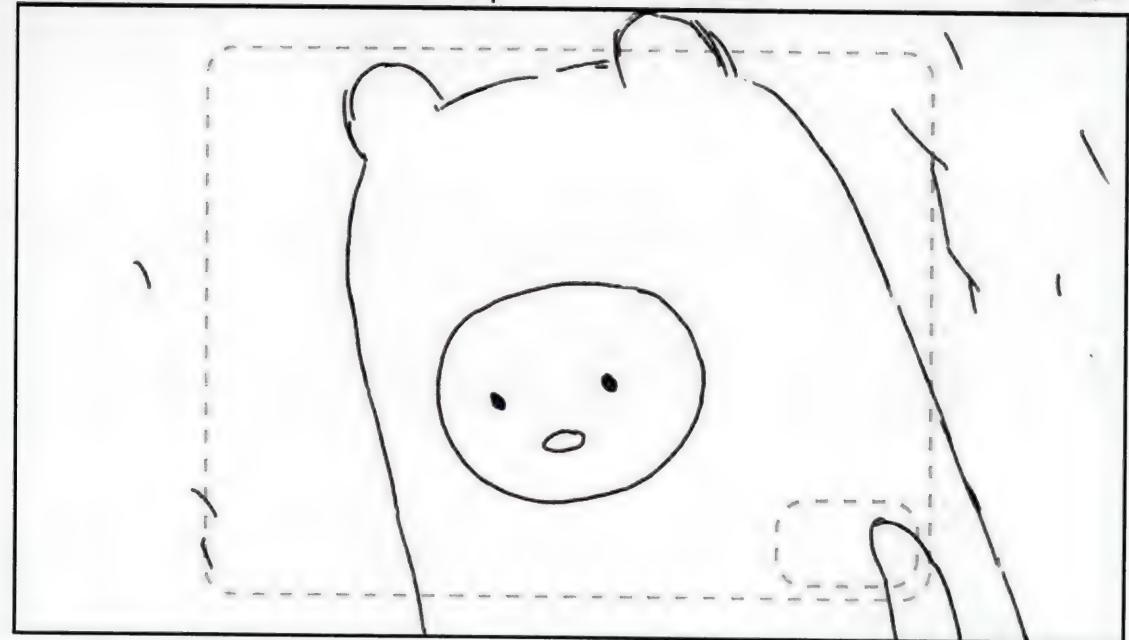


Sc. 139e

Pnl. A

Bg.

day night



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1034 / 233

Dialog:

BG 16/ SHE'D TAKE ME APART TO FIND
OUT WHAT WENT WRONG.

F/ NAHHH.

Action:

ROUGH DRAWING ON DESK - LOOKS LIKE PB
DOING MAD SCIENTIST-Y STUFF

SEP 10 2015

Timing:

Production :

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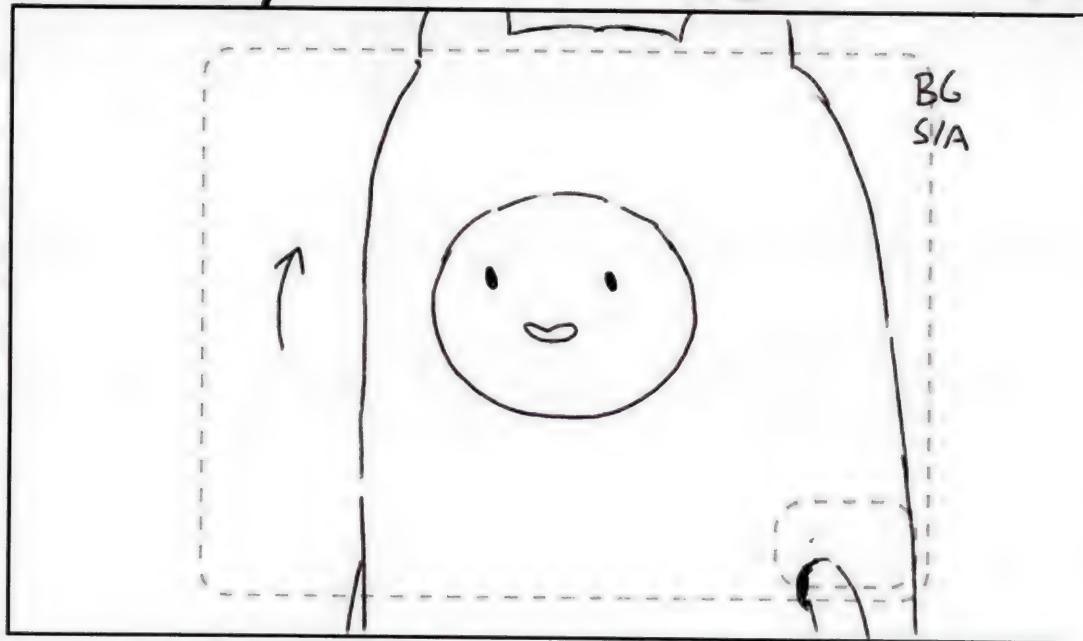


day night

Sc. 139e ~~CONT~~

Pnl. B

Bg.



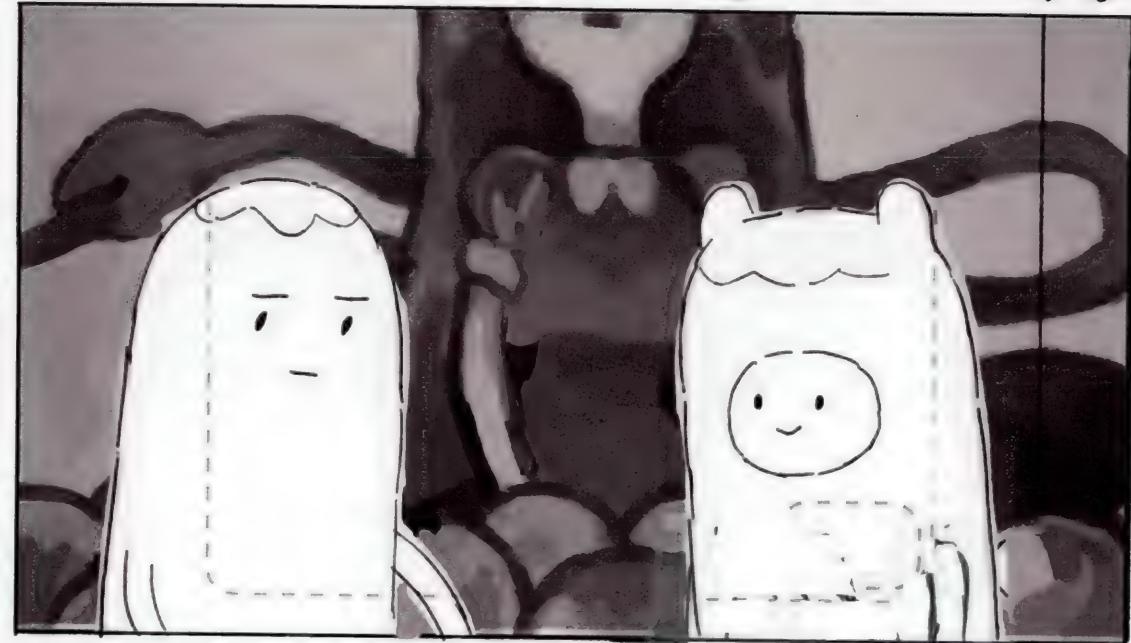
Sc. 140

Pnl. A

Bg.

day night

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1034 / 233

Dialog:

F/ SHE'S NICE DUDE!

Action:

SP

SEP 10 2015

Timing:

Production :

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Sc. 140 cont

Pnl. B

Bg.

day night

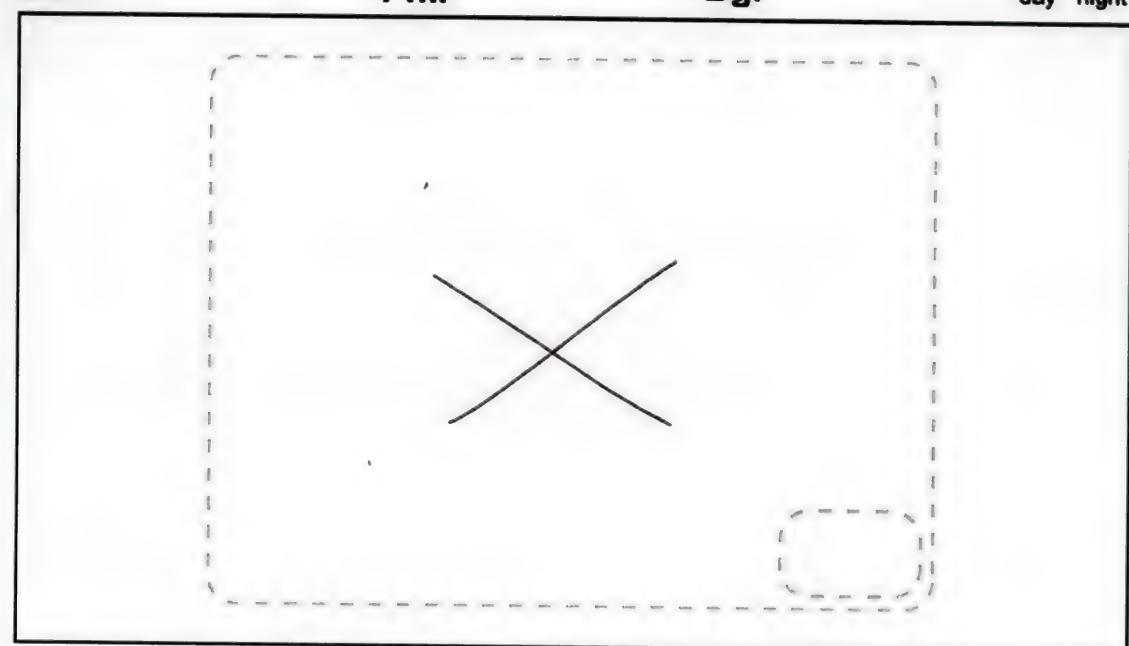
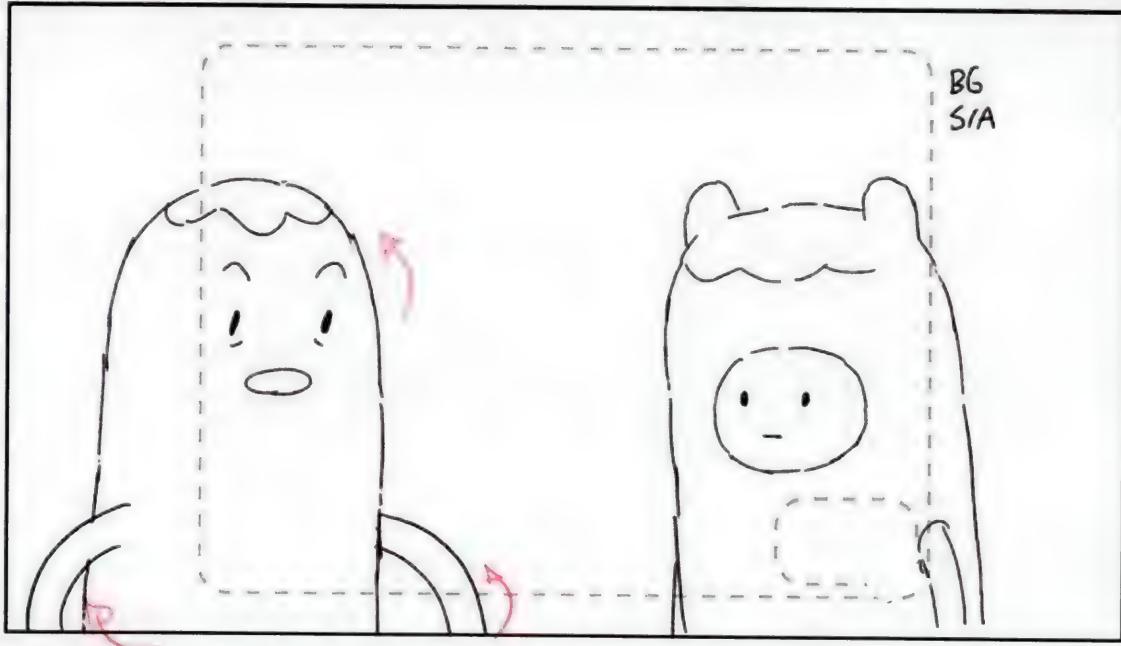
Sc.

Page 24

day night

Pnl.

Bg.



Dialog:

BG16/ NICE?!

Action:

SEP 10 2015

Timing:

Production :

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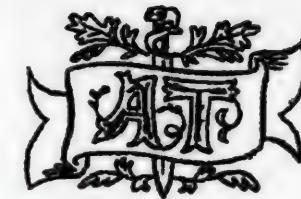
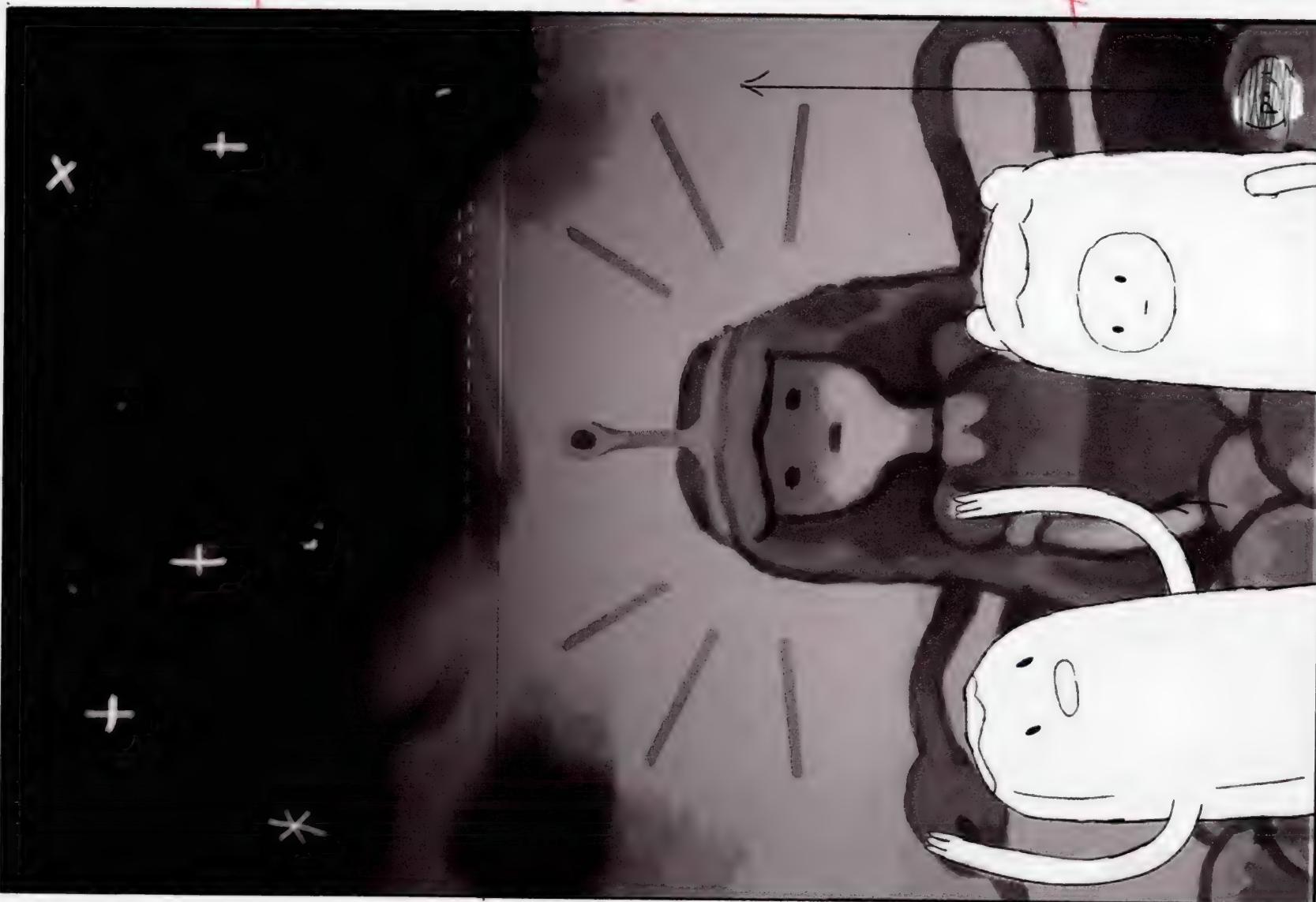
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Sc. 140 cont c Bg.

day night

ADVENTURE TIME



Page 215

| | |
|----------------|--|
| Dialog: | BG 16 / DON'T YOU KNOW NOTHING — SHE'S AN UNKNOWNABLE GODDESS — |
| Action: | PAN UP GRAFFITI'D WALL INTO DARKNESS W/ PAINTED STARS |
| Timing: | SEP 10 2015 ② |

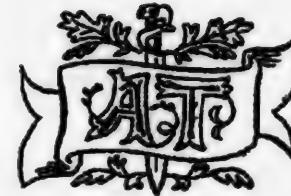
Production :

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Sc. 140 cont Pnl. E Bg. day night



| | |
|----------------|--|
| Dialog: | B616 / WHEN THE FIRST CANDY PEOPLE ROSE AGAINST HER, |
| Action: | PAN DOWN TO PB ON FLAMING BUBBLE |
| Timing: | SEP 10 2015 |

Production :

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ADVENTURE TIME



Sc. 141

Pnl. A

Bg.

day night



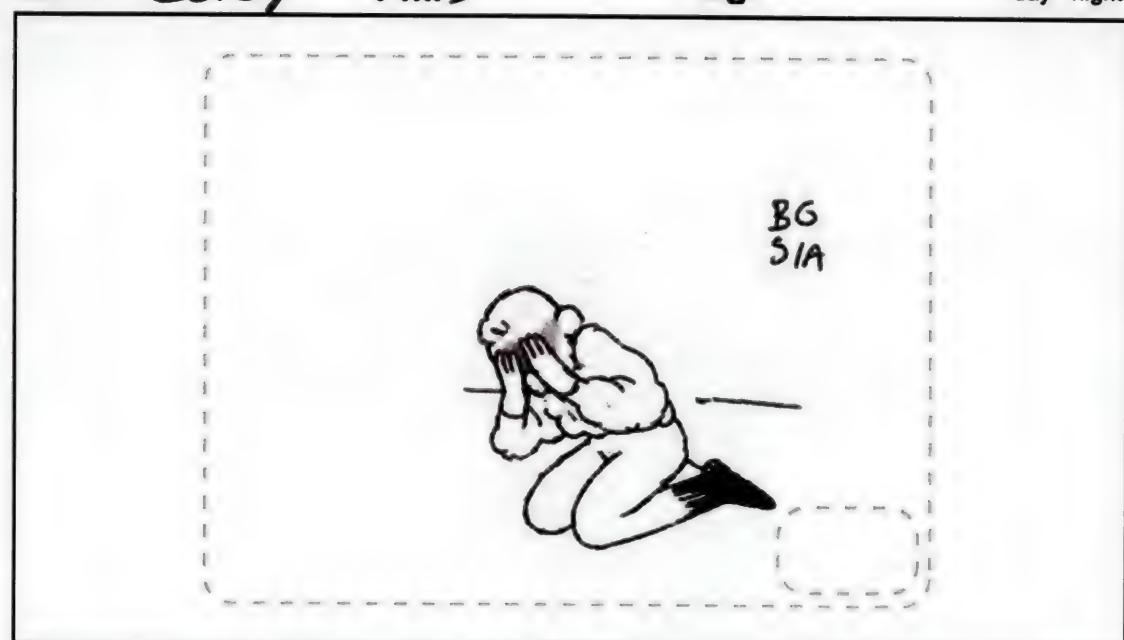
Sc. 141

cont

Pnl. B

Bg.

day night



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1034 / 233

Dialog:

B616/(os) She transformed them into —

Action:

HUMANOID GUM PERSON IN CELL (OLD TIMEY LOOKING)

SEP 10 2015

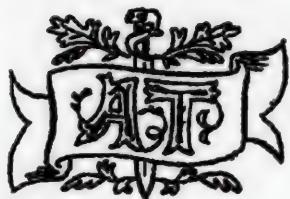
Timing:

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Sc. 141 cont Pnl. C

Bg.

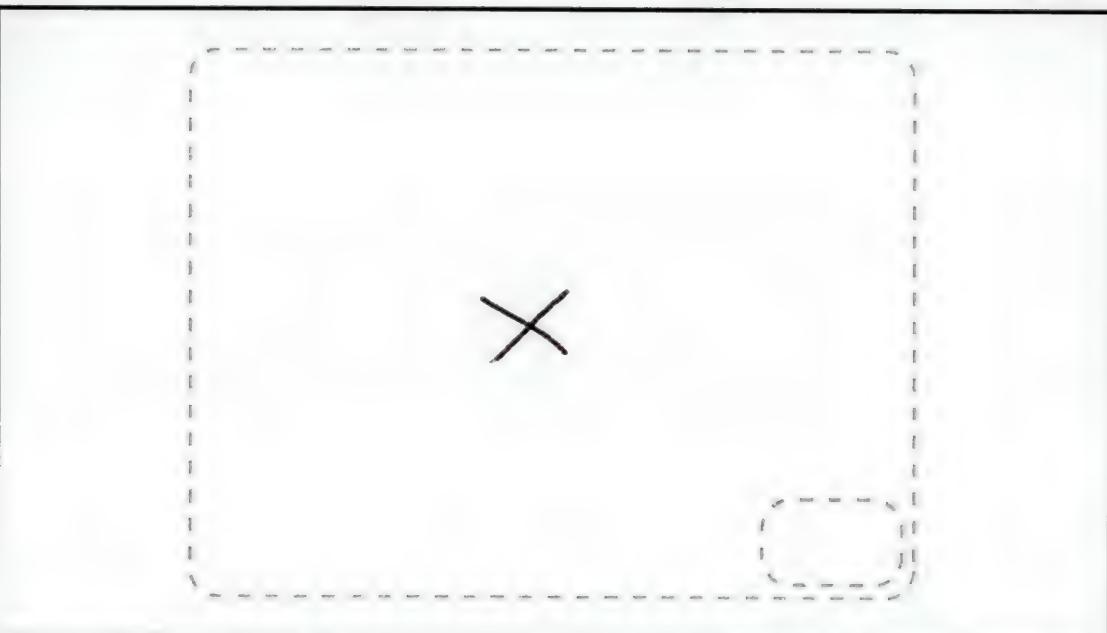
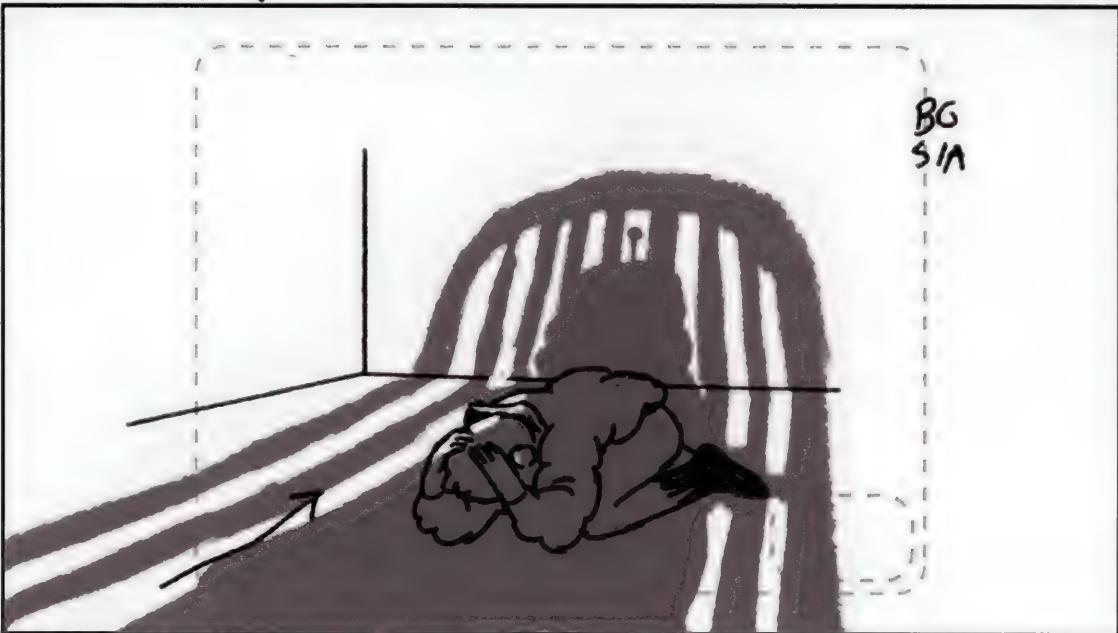
day night

Sc.

Pnl.

Bg.

day night



Dialog:

BG16 / (OS) — hideous monsters!

Action:



PB SHADOW RISES OVER HIM

SEP 10 2015

Timing:



Production :

EPISODE # 1034-2223

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ADVENTURE TIME



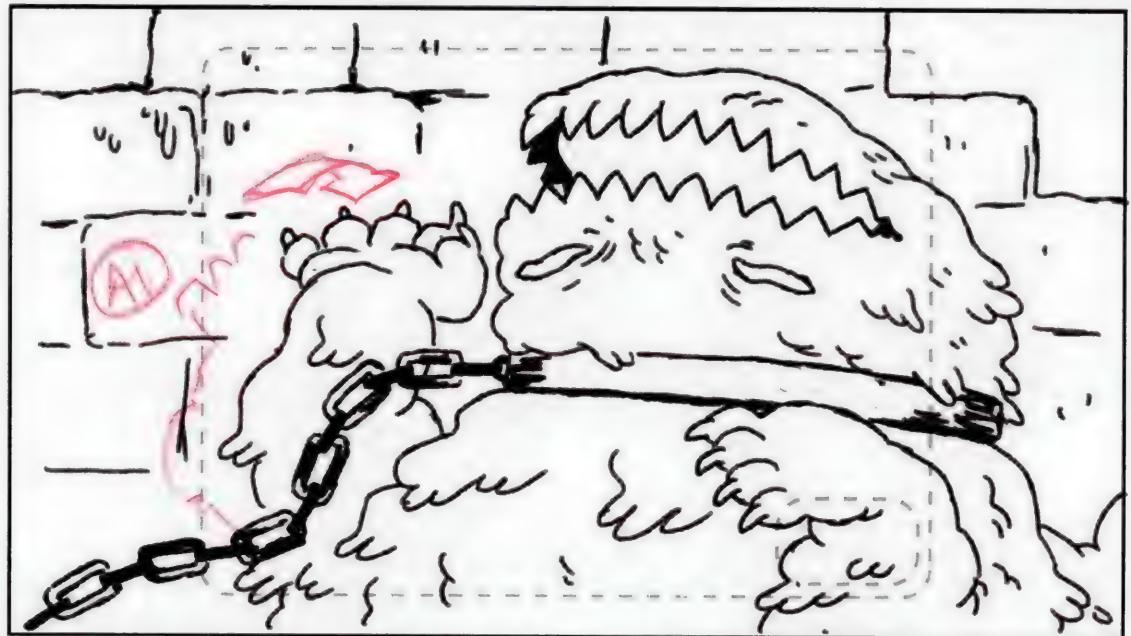
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Pnl. A

Bg.

day night

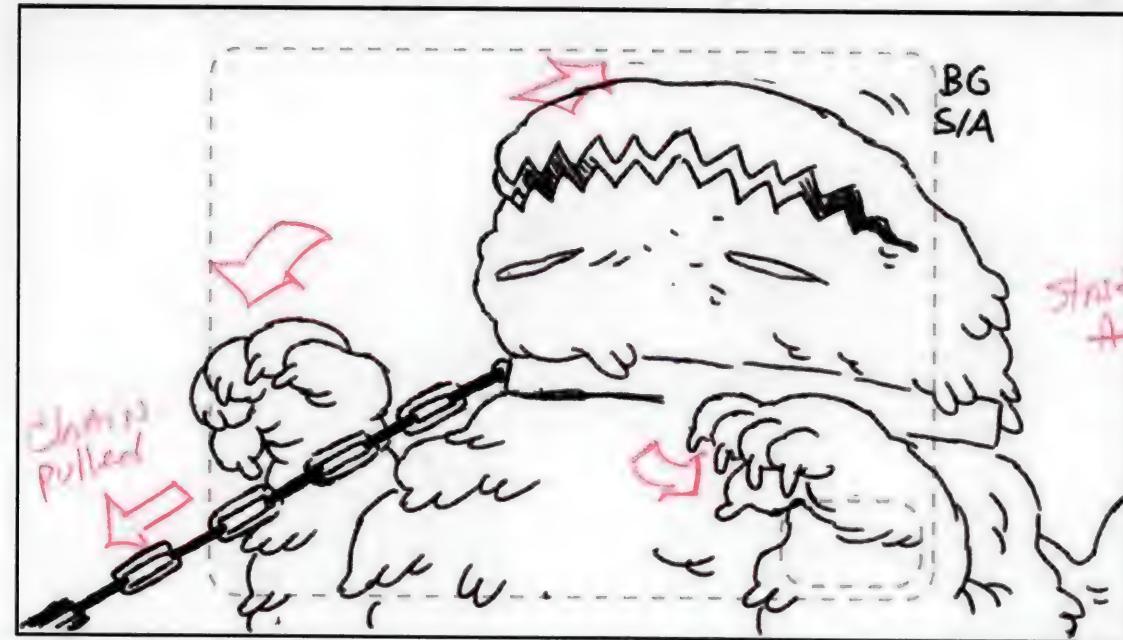


Sc. 142 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

BG 16 / (O/S) HER ONLY BROTHER, NEDDY —

Action:

BIG SCARY MONSTER NEDDY REARING UP

CHAIN TENSES

Timing:

SEP 10 2015

Production :

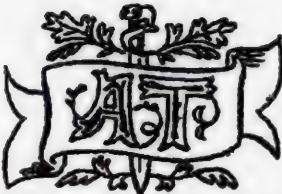
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NO SC 143

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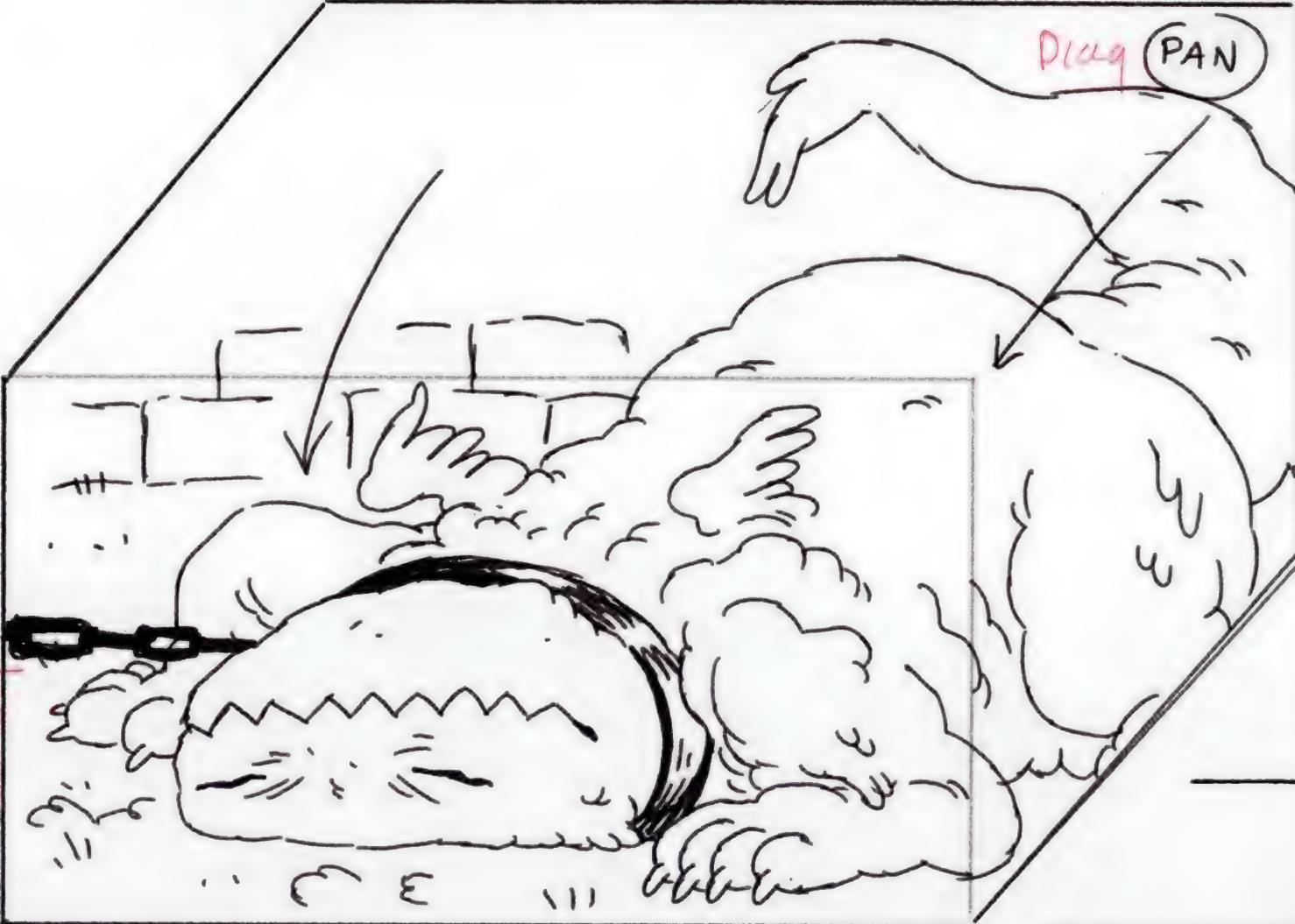
Sc. 142 cont

C

Bg.

day night

| | |
|---------|-------------------|
| Dialog: | |
| Action: | stop e |
| Timing: | N FALLS TO GROUND |



Production :

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ADVENTURE TIME



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Sc. 144

Pnl. A

Bg.

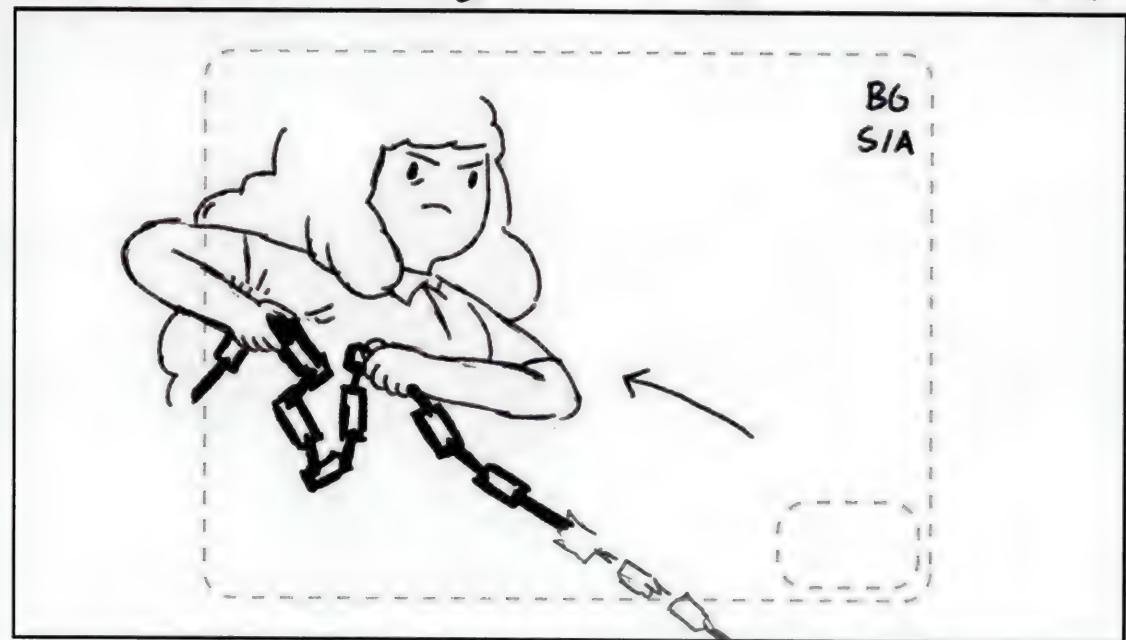
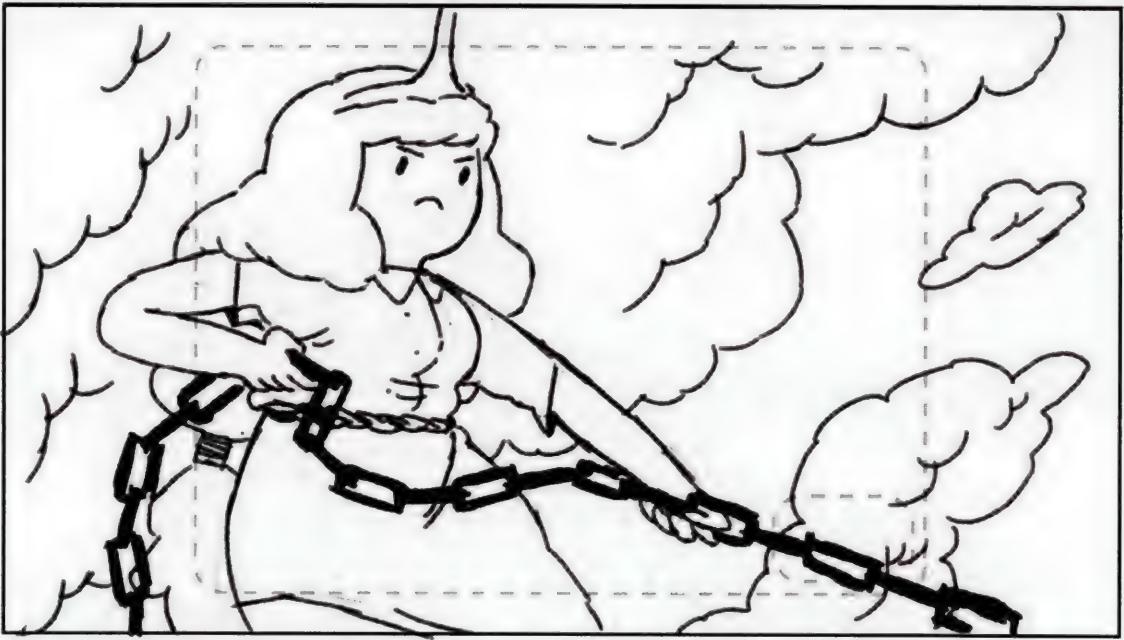
day night

Sc. 144 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

BG16/(O/S) SHE IMPRISONED HIM BENEATH THE GREAT TREE

Action:

PB YANKS CHAIN

Timing:

SEP 10 2015

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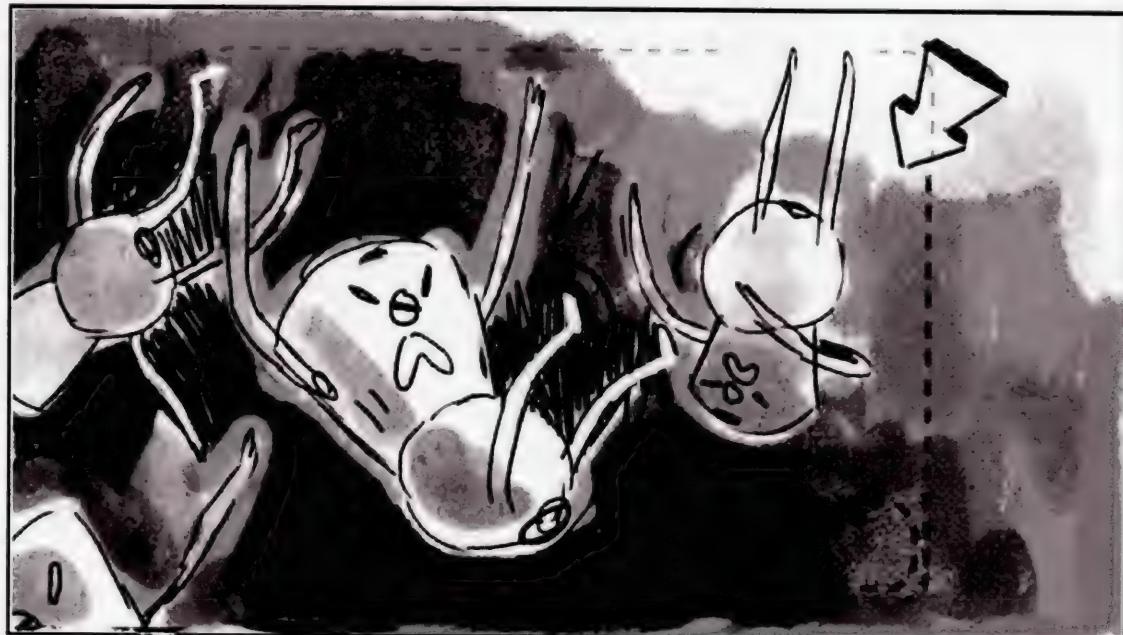


Sc. 145

Pnl. A

Bg.

day night

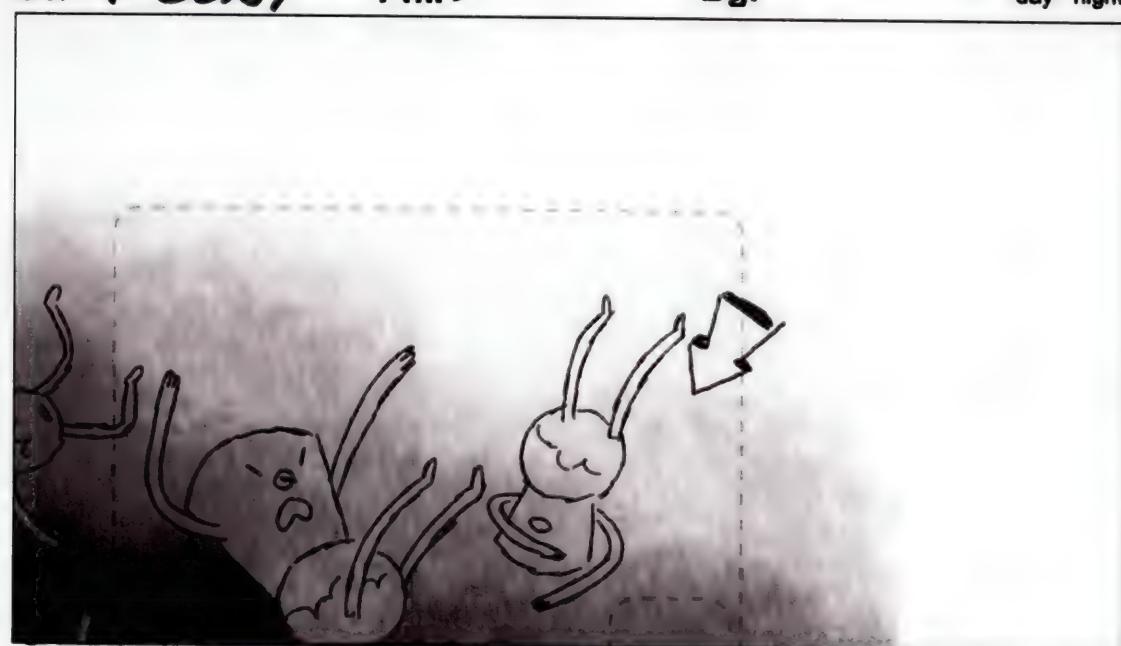


Sc. 145 cont

Pnl. B

Bg.

day night



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Dialog:

BG16/(o/s) AND THE RATTLEBALL BOYS?

BG16/(o/s) SHE ICED ALL THOSE GUYS!

Action:

RBS FALLING IN VOID

Timing:

SEP 10 2015

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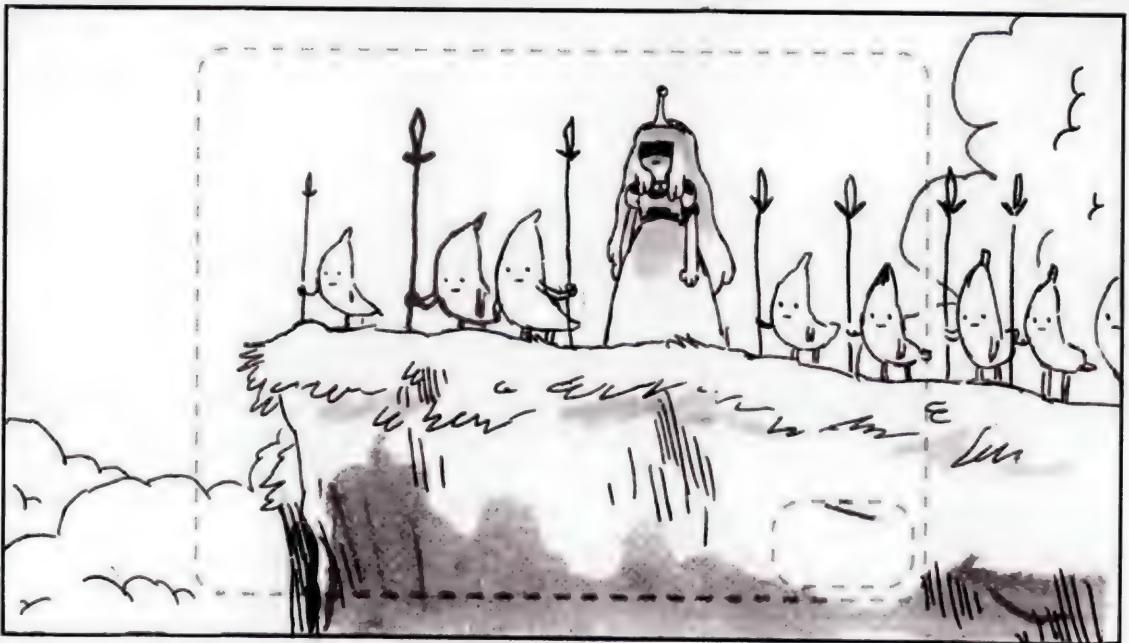


day night

Sc. 146

Pnl. A

Bg.

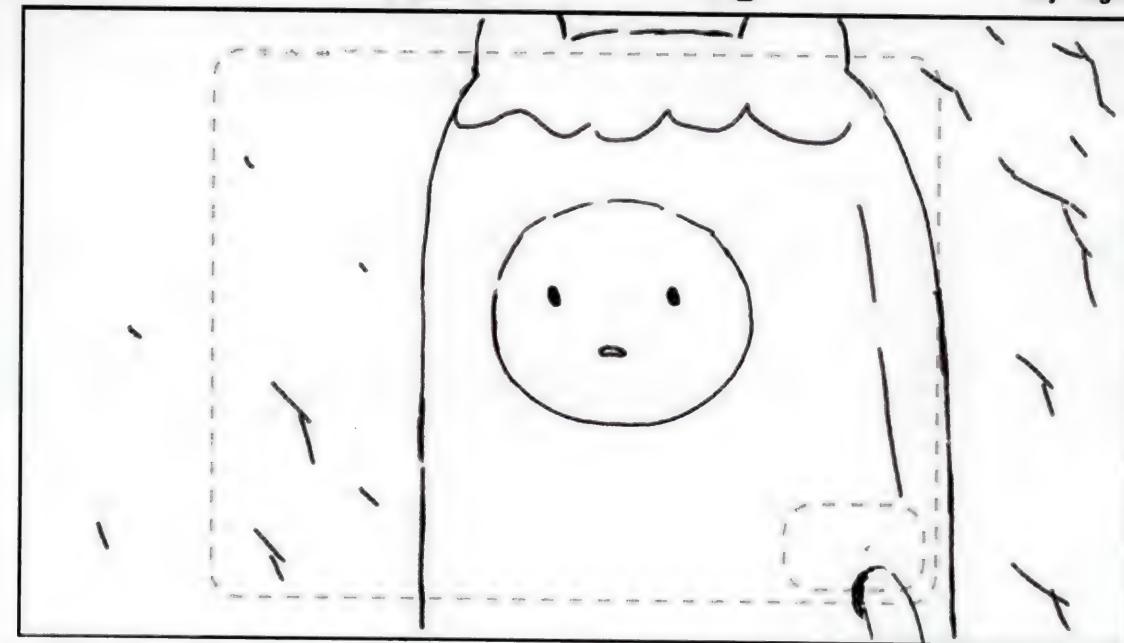


Sc. 147

Pnl. A

Bg.

day night



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Dialog:

BG16/(os) SHE'S AMAZING. AND SHE'S
flippin SCARY.

Action:

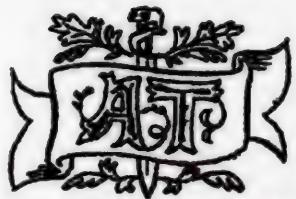
PB AND EARLY BANANA GUARD WATCHING

Timing:

SEP 10 2015

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Sc. 147 cont'

Pnl. B

Bg.

day night

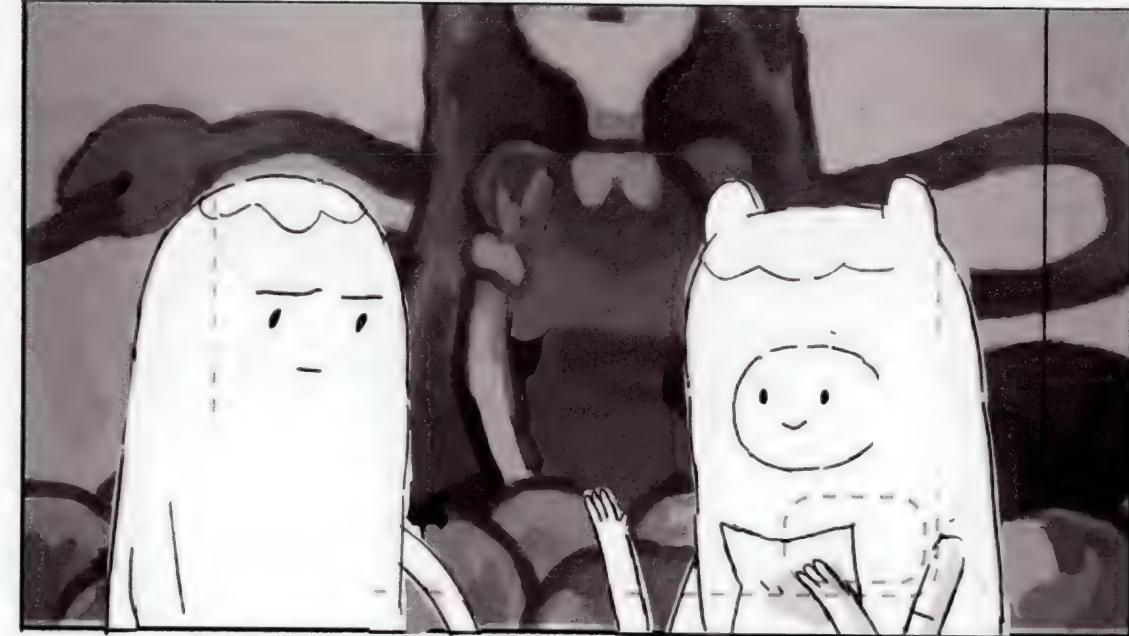
Sc. 148

Pnl. A

Bg.

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day night



1034/233

Dialog:

F/ ... BUT NICE !

Action:

Timing:

SEP 10 2015

Production :

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Sc. 148 cont

Pnl. B

Bg.

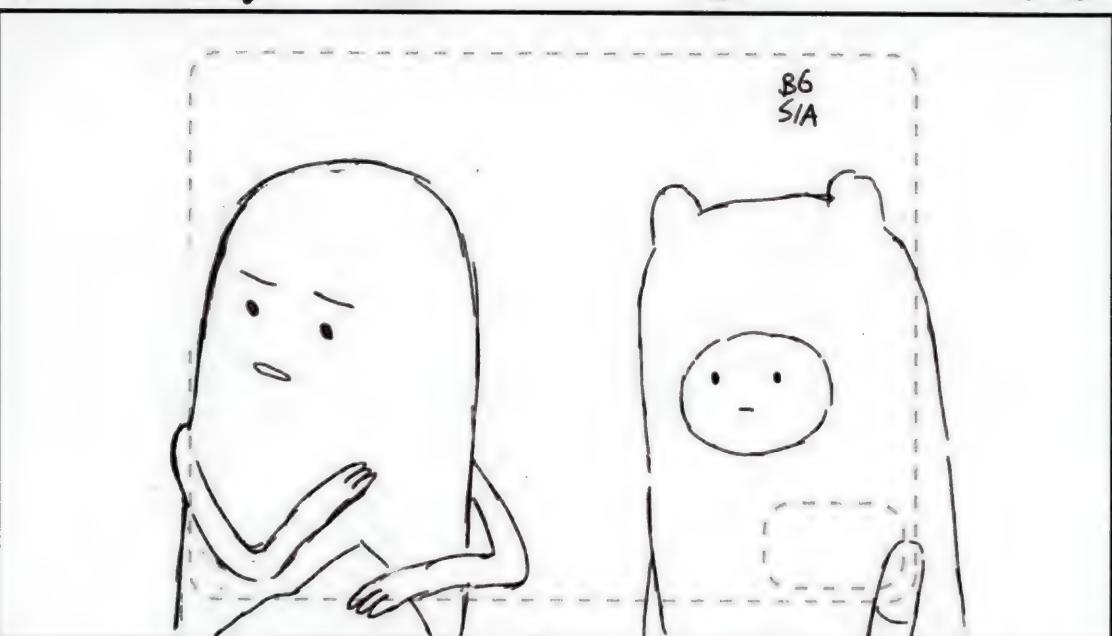
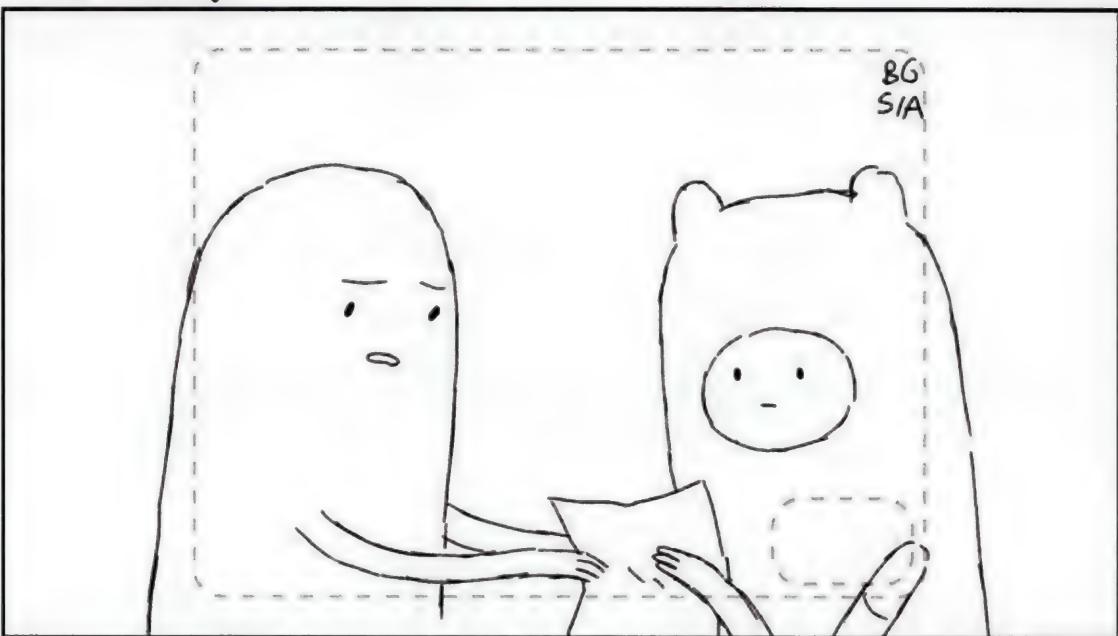
day night

Sc. 148 cont

Pnl. C

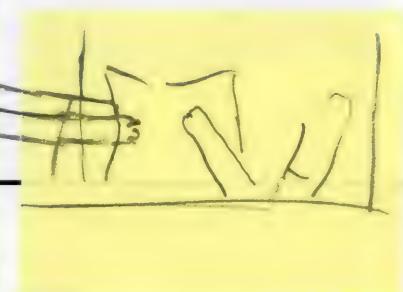
Bg.

day night



Dialog:

(BL) grab



BG16/ I NEVER SHOW ANY BODY THIS PLACE.
If they found me out...

Action:

BG16 TAKES PAPER FROM HIM

Timing:

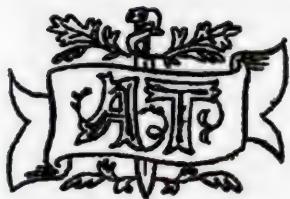
SEP 10 2015

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Sc. 149

Pnl. A

Bg.

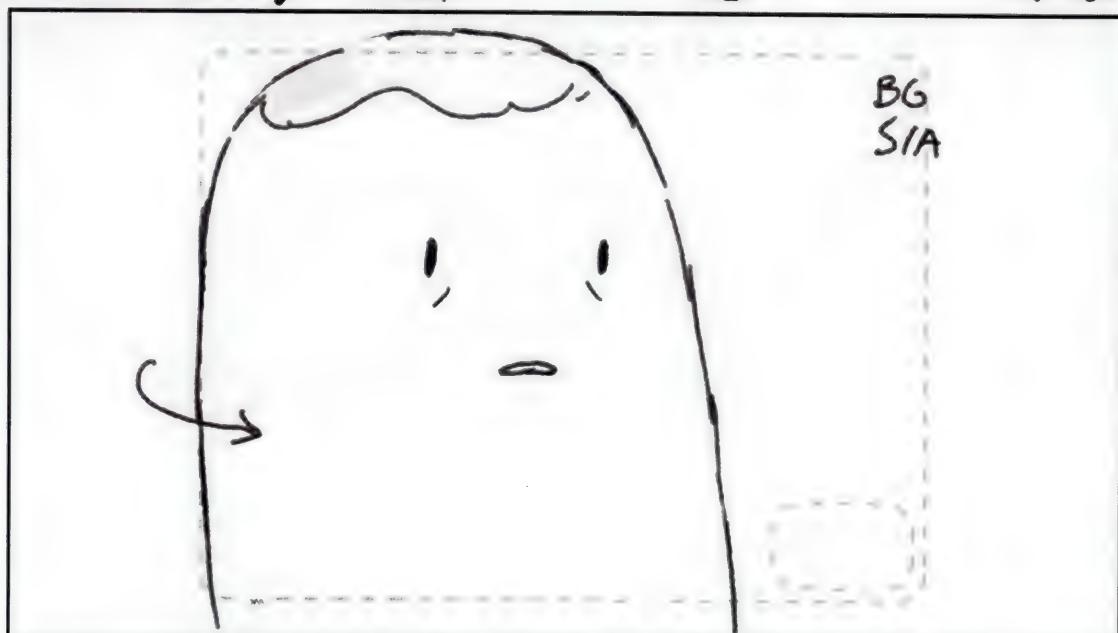
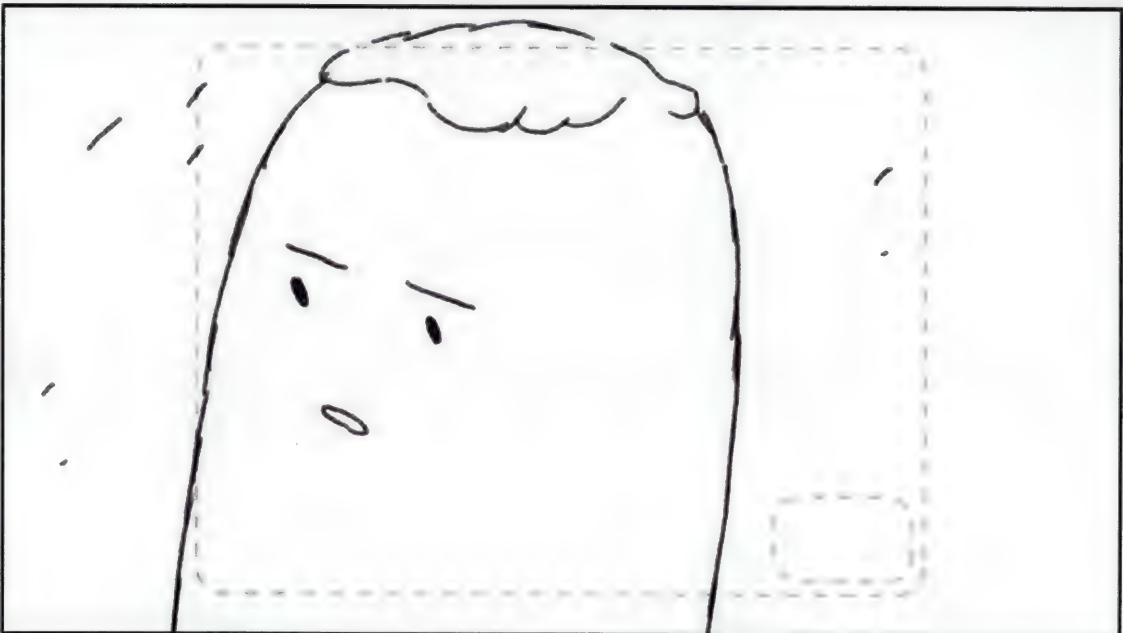
day night

Sc. 149 cont

Pnl. B

Bg.

day night



Dialog:

BG16 / WHO KNOWS WHAT

BG16 / (SMALL VOICE) WHAT KIND OF DARK &
TERRIBLE FATE WOULD AWAIT ME ...

Action:

Timing:

SEP 10 2015

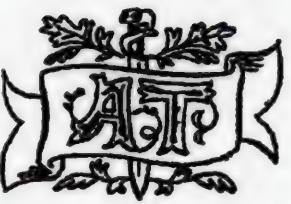
Production :

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Sc. 149 cont

Pnl. C

Bg.

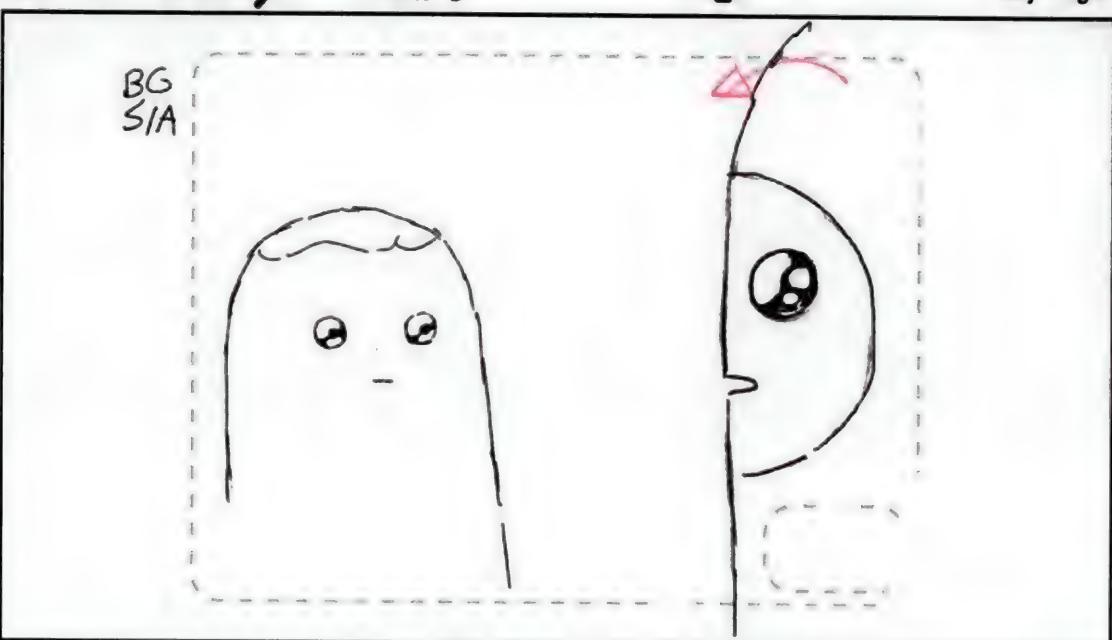
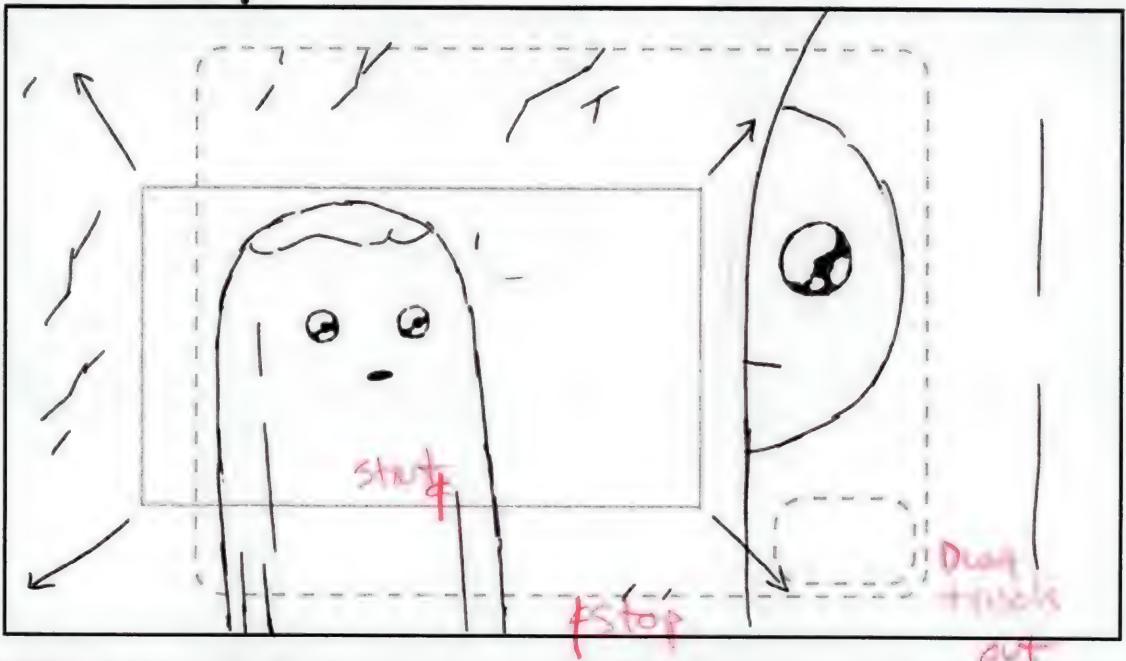
day night

Sc. 149 cont

Pnl. D

Bg.

day night



Dialog:

BG16 / BUT I DUNNO MAN... I TRUST YOU.
WE'RE KINDRED ARTISTIC SOULS... YOU

F / (WHISPERED)
TOTES.

Action:



SLOW TRUCK OUT

Timing:

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Sc. 149 cont

Pnl.

F

Bg.



day night

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Dialog:

Ink (vo)
Ita Ha

Action:

PAN OVER TO J IN HOLE

Timing:

SEP 10 2015

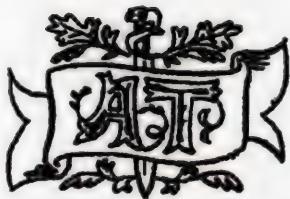
Production :

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Sc. 149 cont

Pnl. F

Bg.

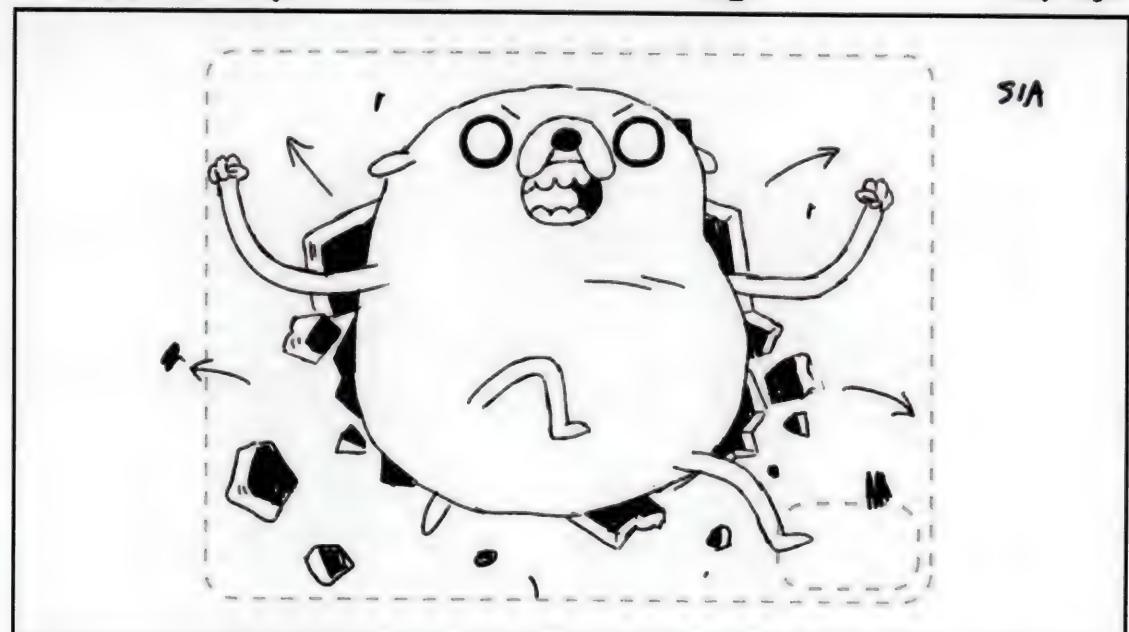
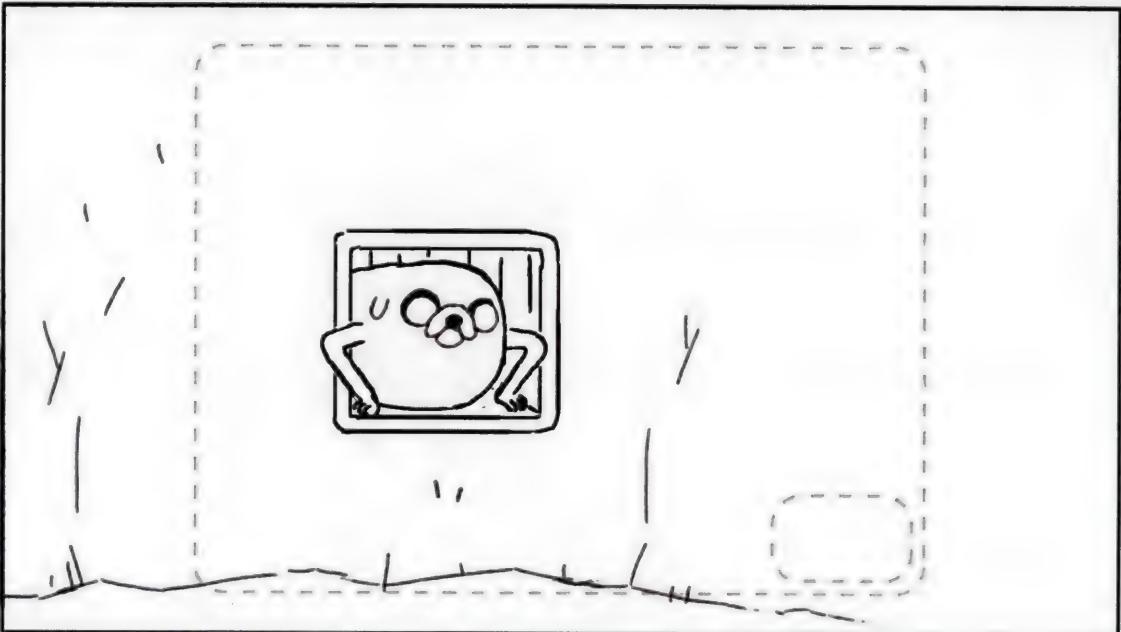
day night

Sc. 149 cont

Pnl. G

Bg.

day night



1034/233

Dialog:

J/ BUST ~~~~~ EEEED!

Action:

J STRETCHES BIG & BUSTS ENTRANCE HOLE APART

Timing:

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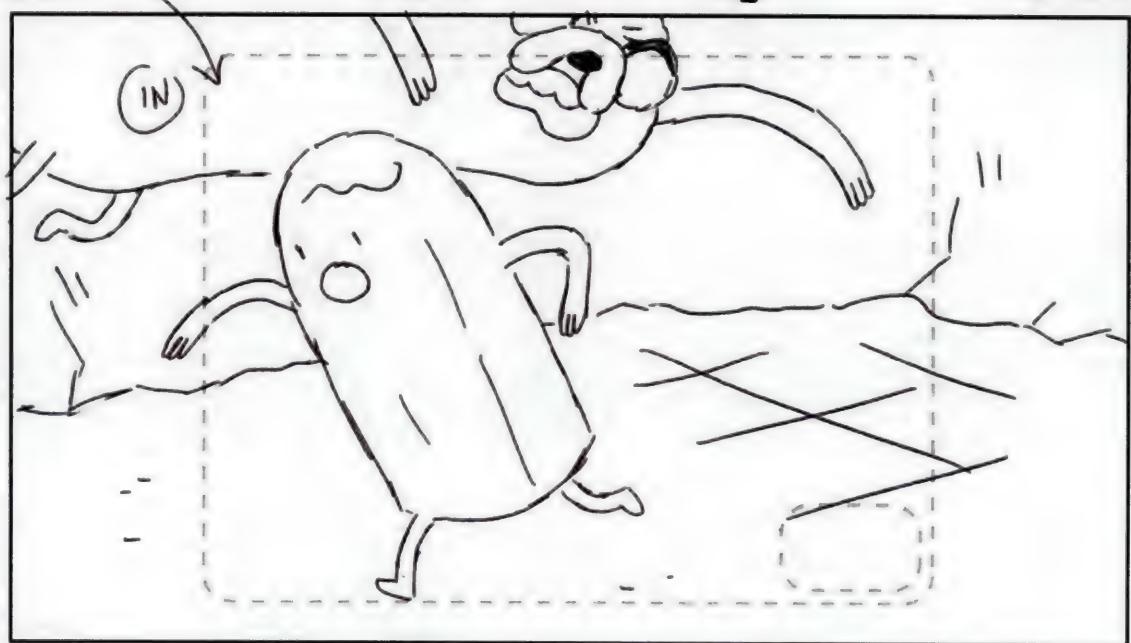
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Bg.

day night

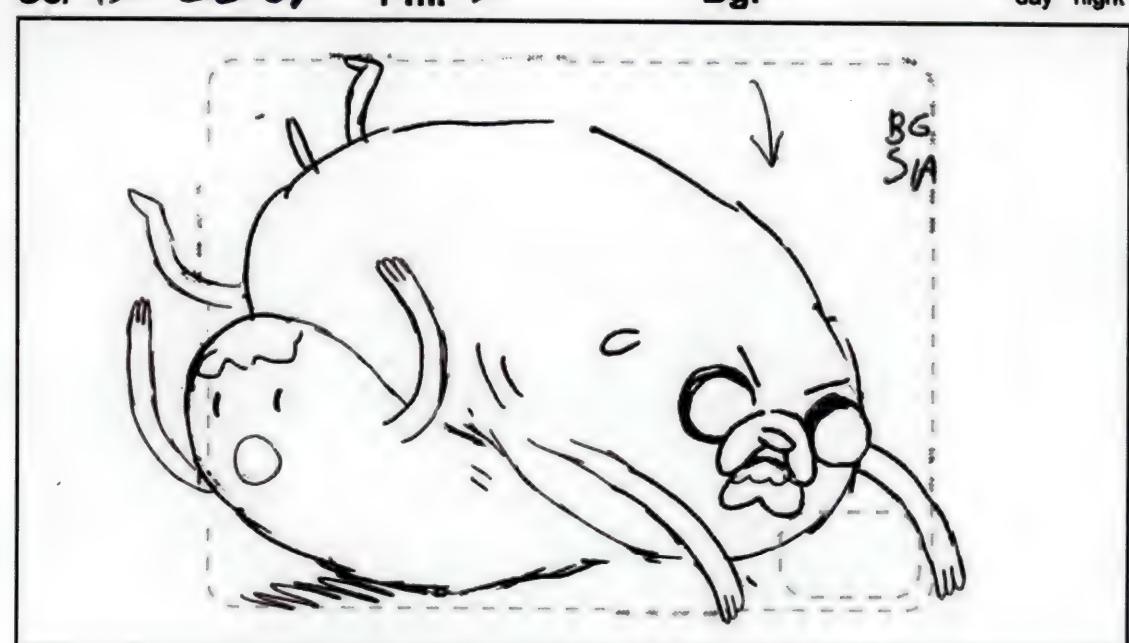


Sc. 150 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

BG16 / AAH!

Action:



Timing:

J / SLAM!



J BODY
SLAMS BG16

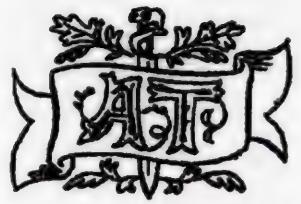
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Pnl. A

Bg.

day night

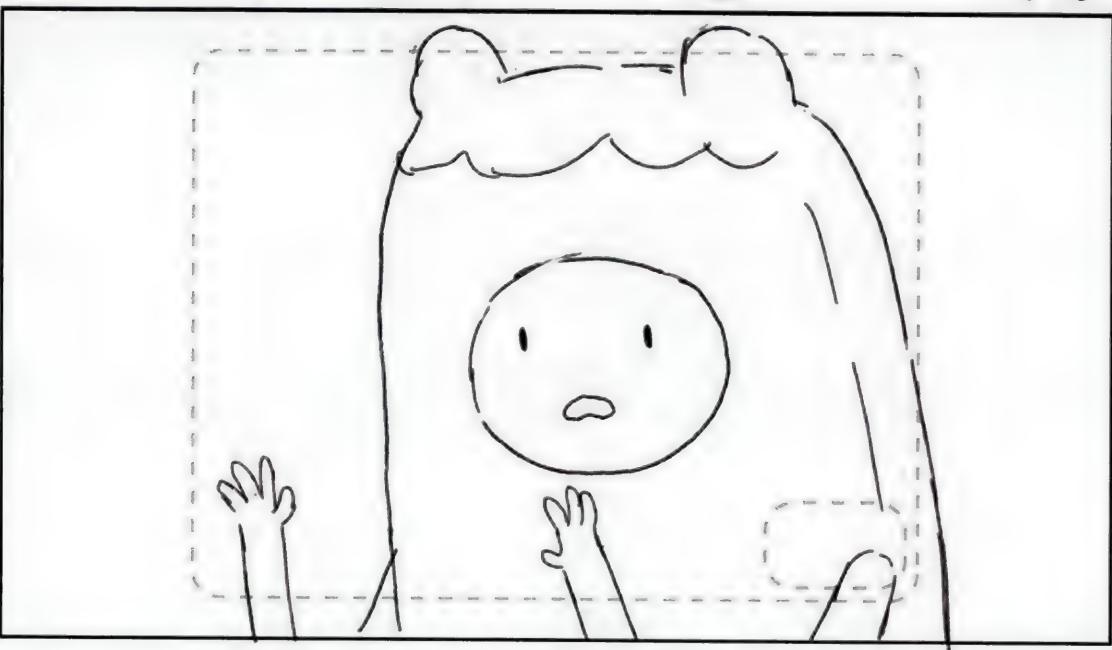
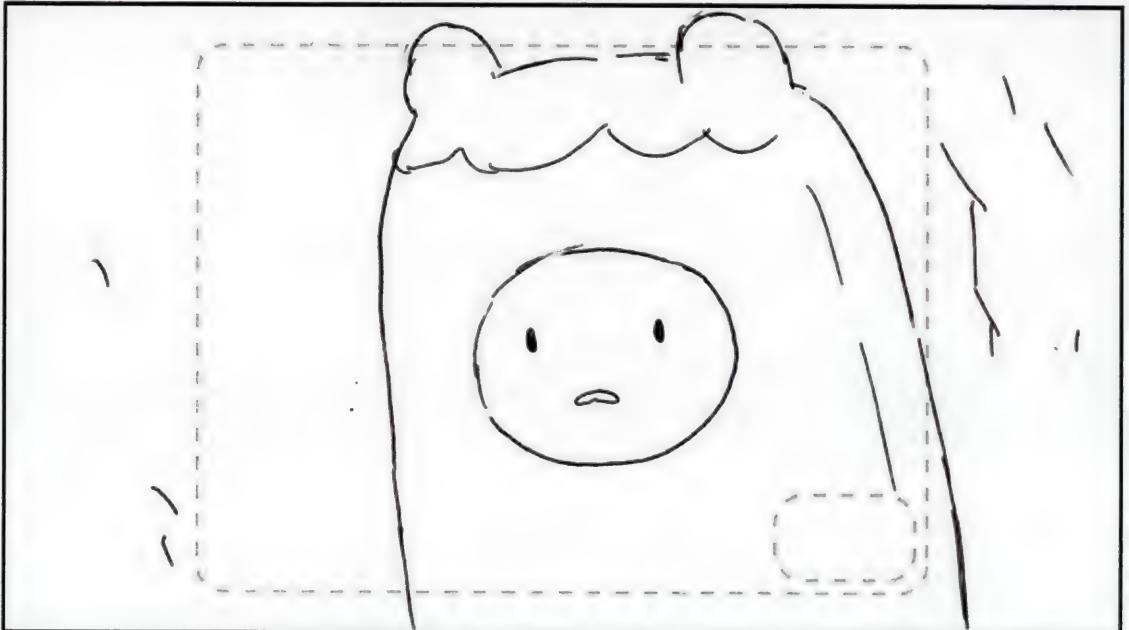
Sc. 151 cont

Pnl. B

Bg.

Page 231

day night



1034 / 233

Dialog:

F / JAKE -

Action:

(SP)

Timing:

SEP 10 2015

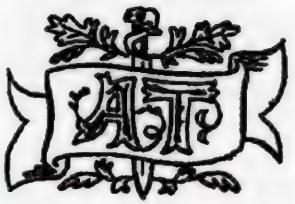
Production :

EPISODE # 1034-223

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1034 / 233

ADVENTURE TIME



Page 232

Sc. 152

Pnl. A

Bg.

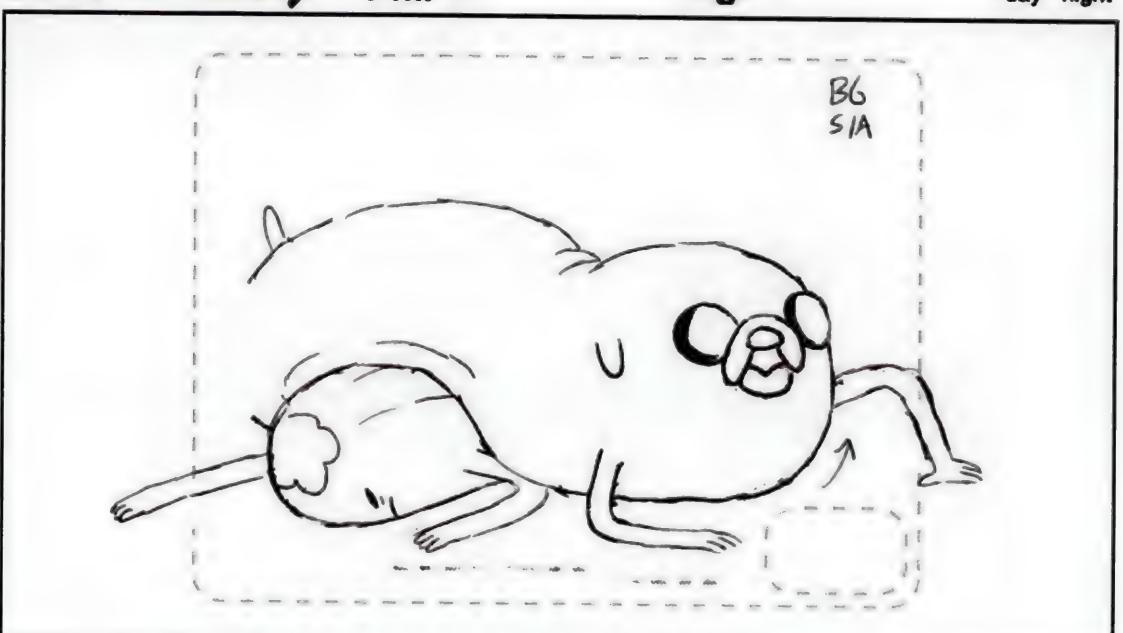
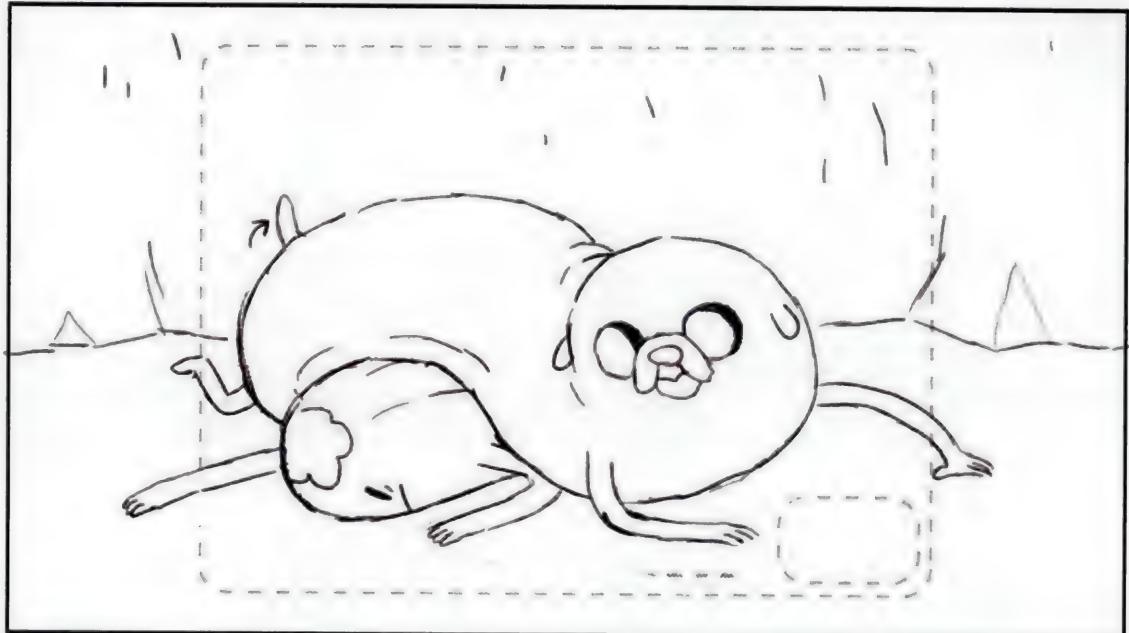
day night

Sc. 152 *cont*

Pnl. B

Bg.

day night



1034 / 232

Dialog:

J / GOT HIM IN HIS HIDEY - HOLE!

J / GOOD WORK FINN.

Action:



J WAGGING TAIL ABABAB

Timing:

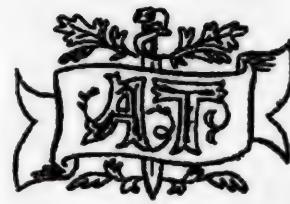
SEP 10 2015

Production :

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ADVENTURE TIME



No sc 153

Page 233

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Sc. 152 ~~cont~~ Pnl. C

Bg.

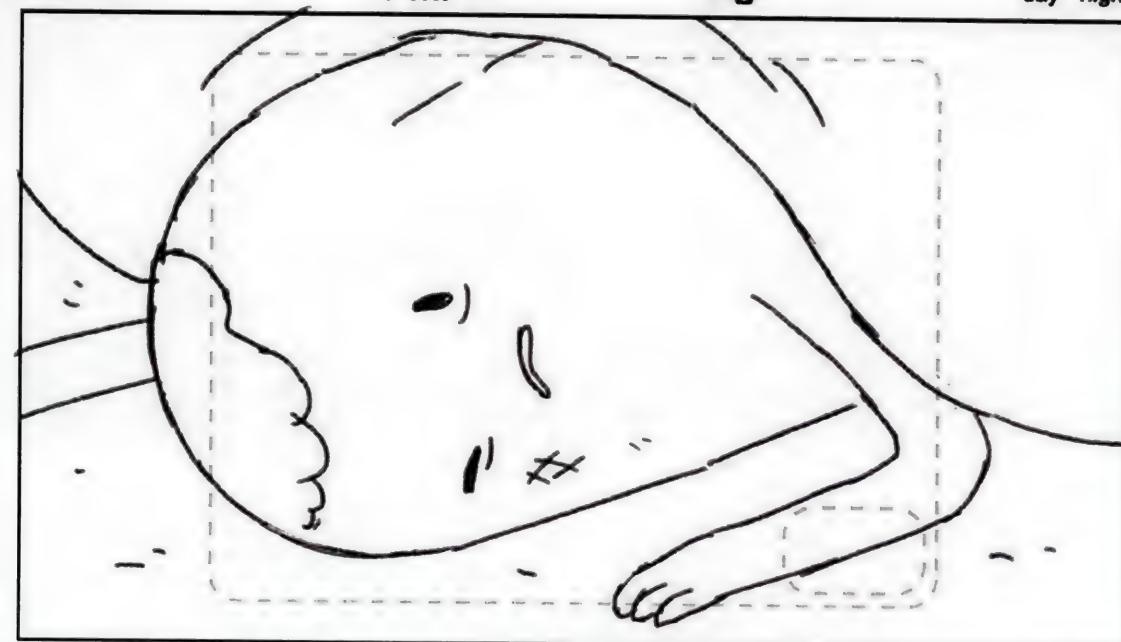
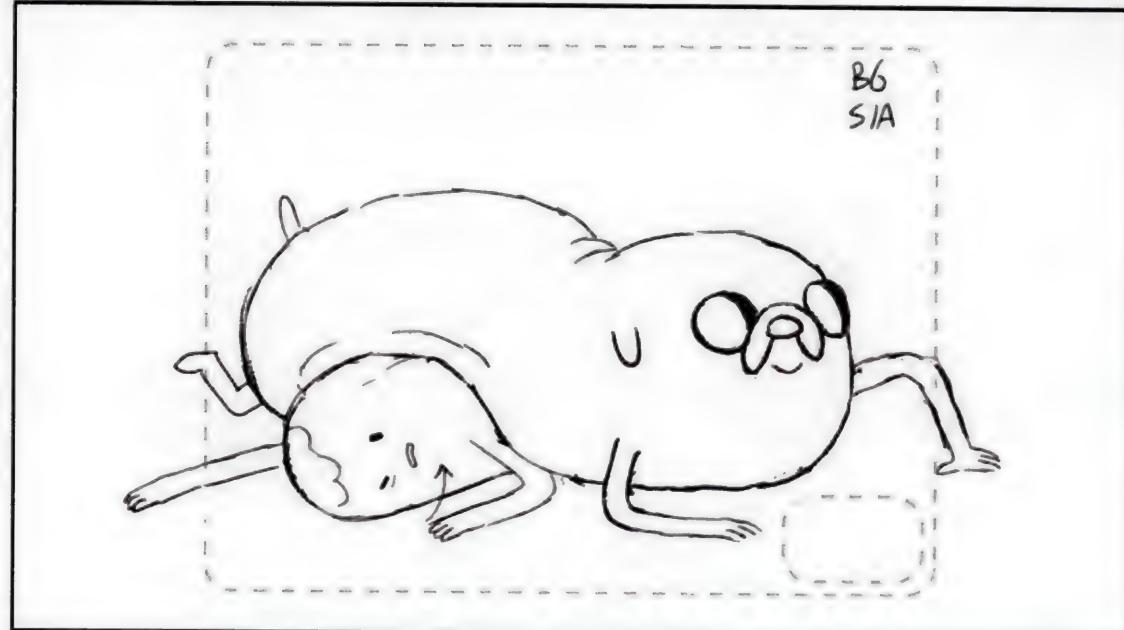
day night

Sc. 154

Pnl. A

Bg.

day night



Dialog:

BG16 / Good work, Finn!

BG16 / You set me up!

Action:

Timing:

SEP 10 2015

EPISODE #

Production :

1034/233

1034/233

ADVENTURE TIME



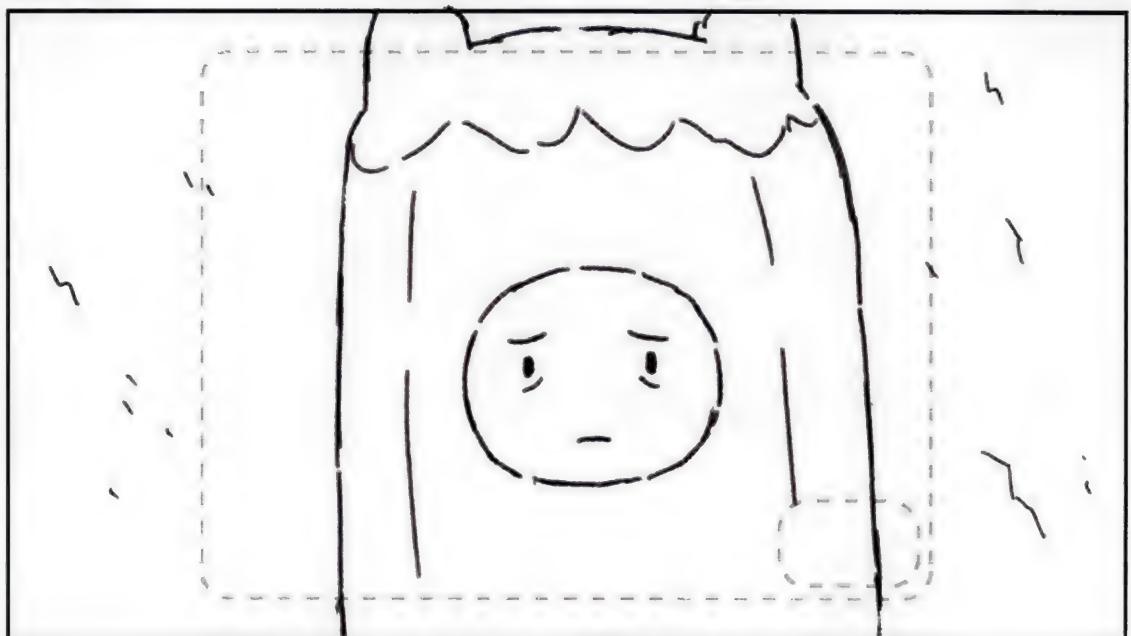
Page 234

Sc. 155

Pnl. A

Bg.

day night



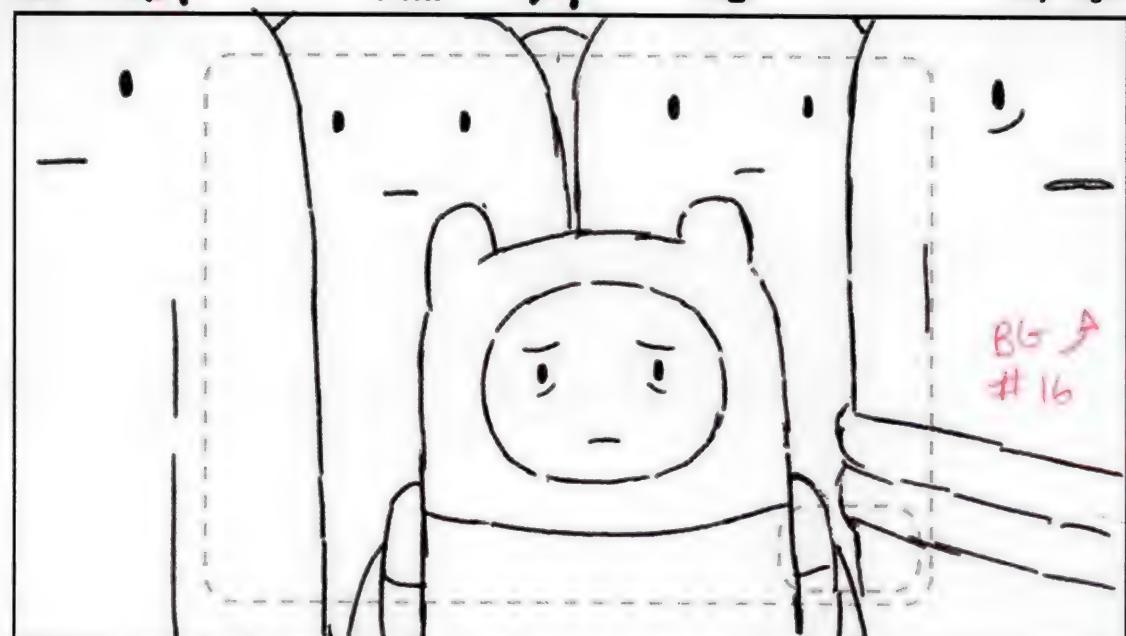
Sc. 155A

Pnl.

A

Bg.

day night



1034/233

Dialog:

BG 16 / (O/S) I THOUGHT YOU WERE COOL ...

Action:

BG & OUTFIT FADE TO BANANA CROWD & REG OUTFIT

Timing:

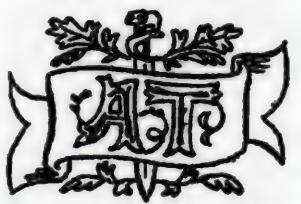
SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 235

Sc. 156

Pnl. A

Bg.

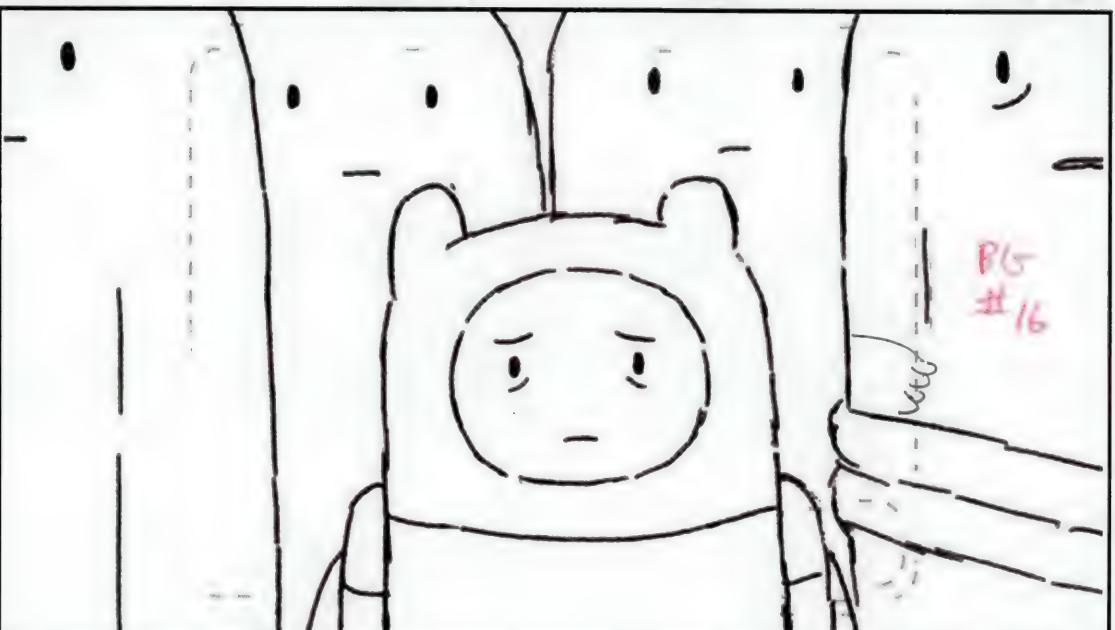
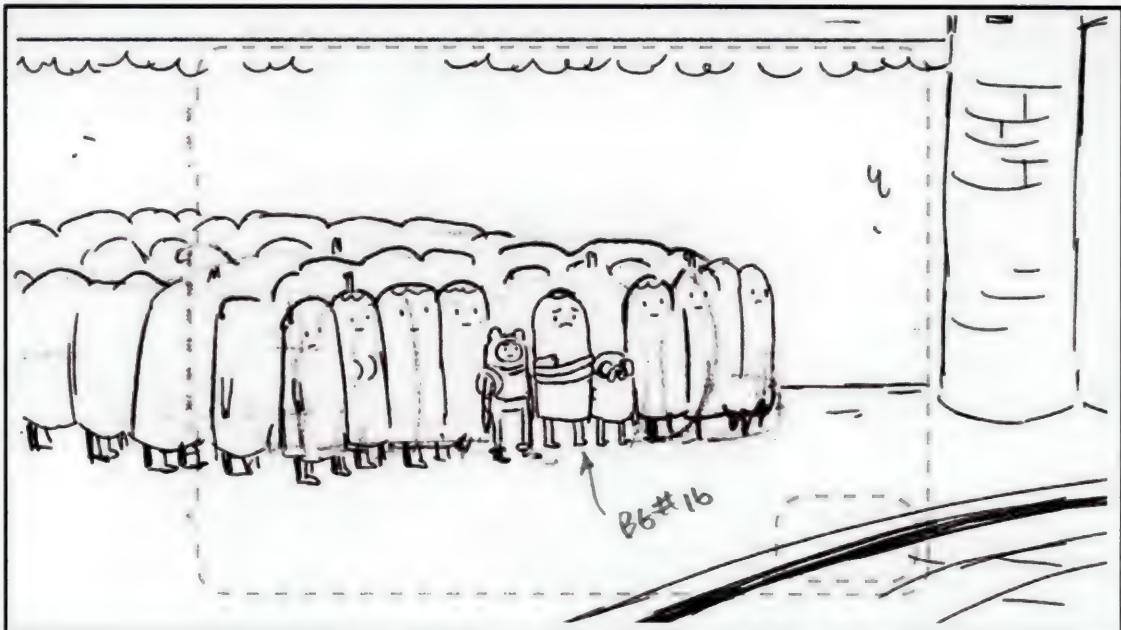
day night

Sc. 157

Pnl. A

Bg.

day night



Dialog:

(VO)
Finn/ Man...

(VO)

Finn/ Banana

Action:

BGS ASSEMBLED IN COURTYARD, F & J FLANKING BG16 AS THEIR PRISONER

SEP 10 2015

Timing:

Production :

1034/233

EPISODE# 1034-233

1034/233

ADVENTURE TIME

1034/233

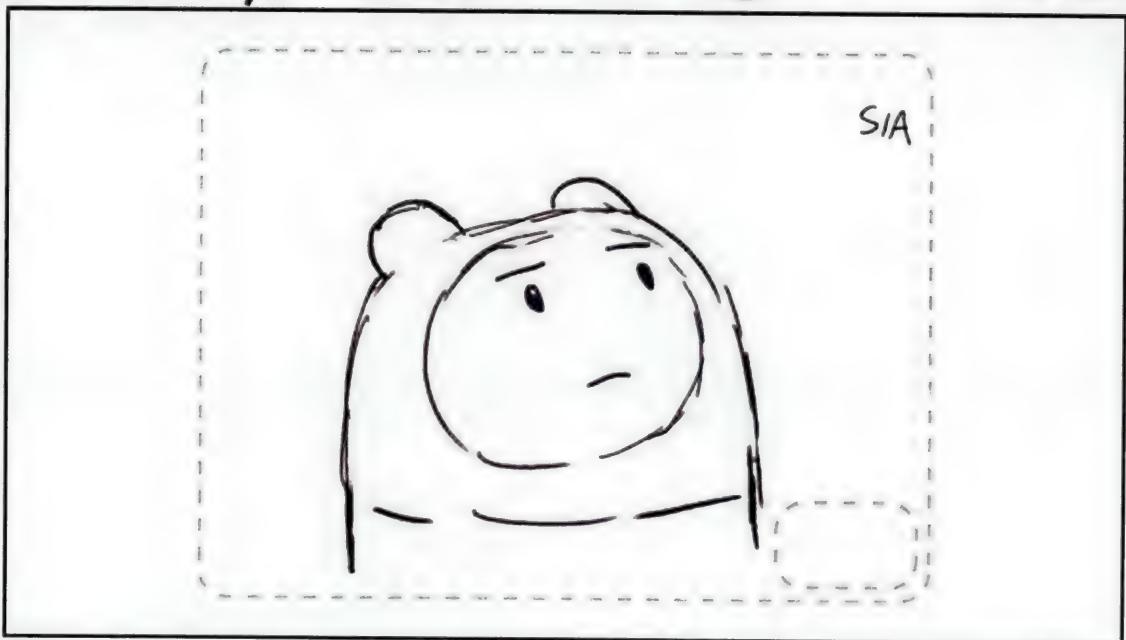
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Sc. 157 cont

Pnl. B

Bg.

day night



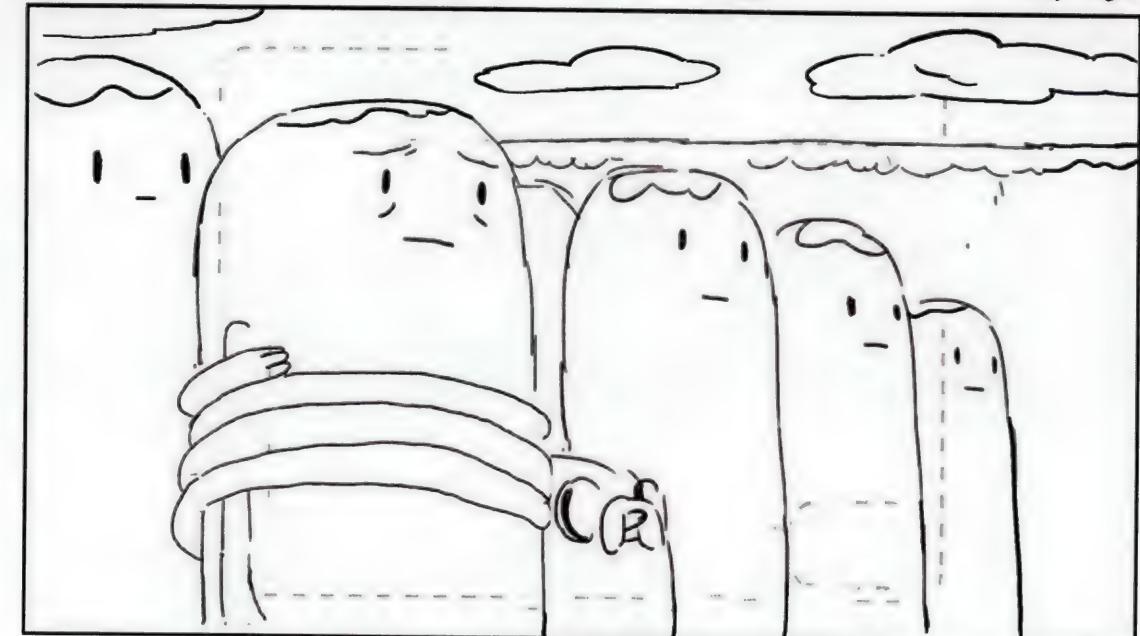
Sc. 158

Pnl. A

Bg.

day night

Page 236



Dialog:

(VO)
Finn/ Guarding is rough...

(VO)
Finn/ One rando-genic mutation
BB#16 - Much.

Action:

F LOOKS UP @ BG 16

F's PoV

SEP 10 2015

Timing:

Production :

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1034/233

ADVENTURE TIME



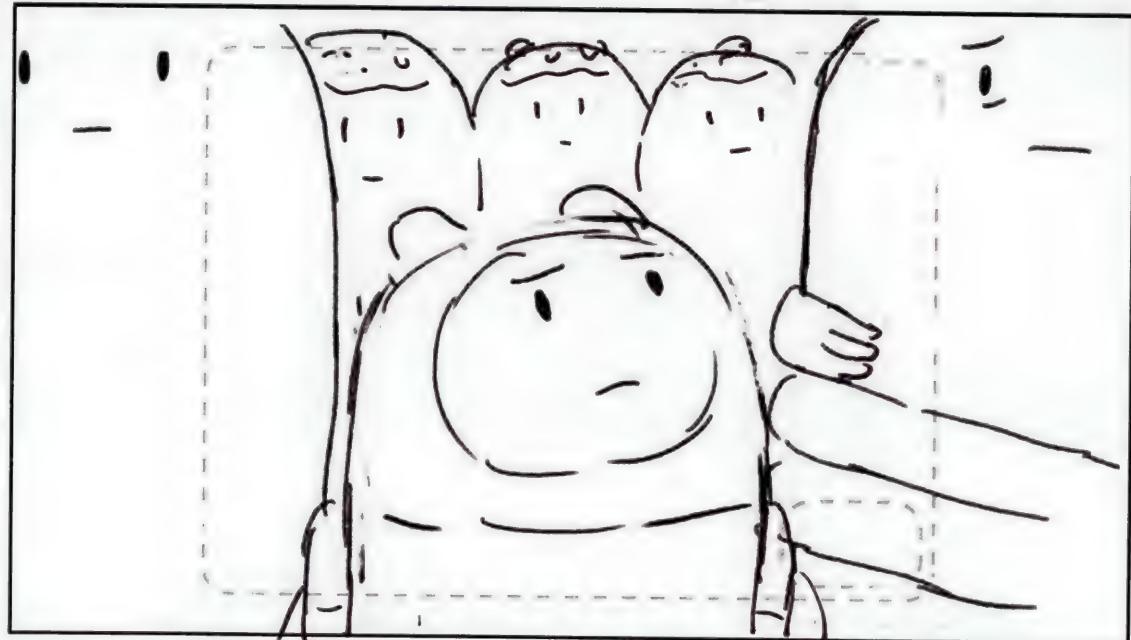
NO SC 160

Sc. 159

Pnl. A

Bg.

day night



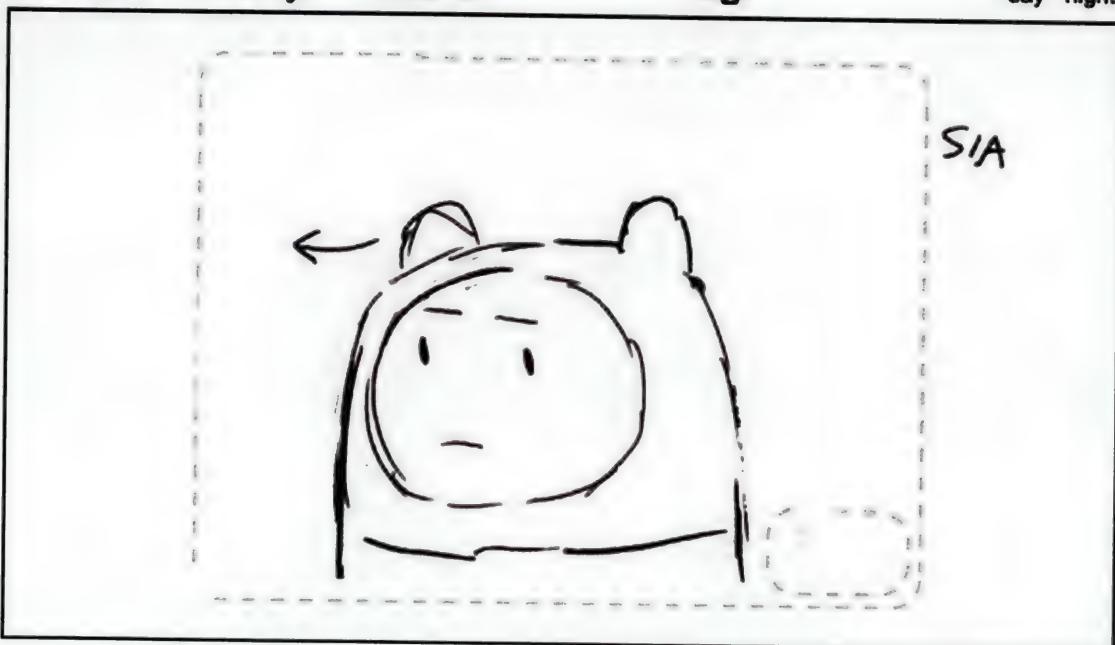
Sc. 159 cont

Pnl. B

Bg.

Page 237

day night



1034/233

Dialog: (vo)

Finn/ and any one of those dudes

(vo)

Finn/ will be in the same boat as

Action:

F LOOKS @ OTHER BGS

Timing:

SEP 10 2015

Production :

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ADVENTURE TIME



Page 238

Sc. 161

Pnl. A

Bg.

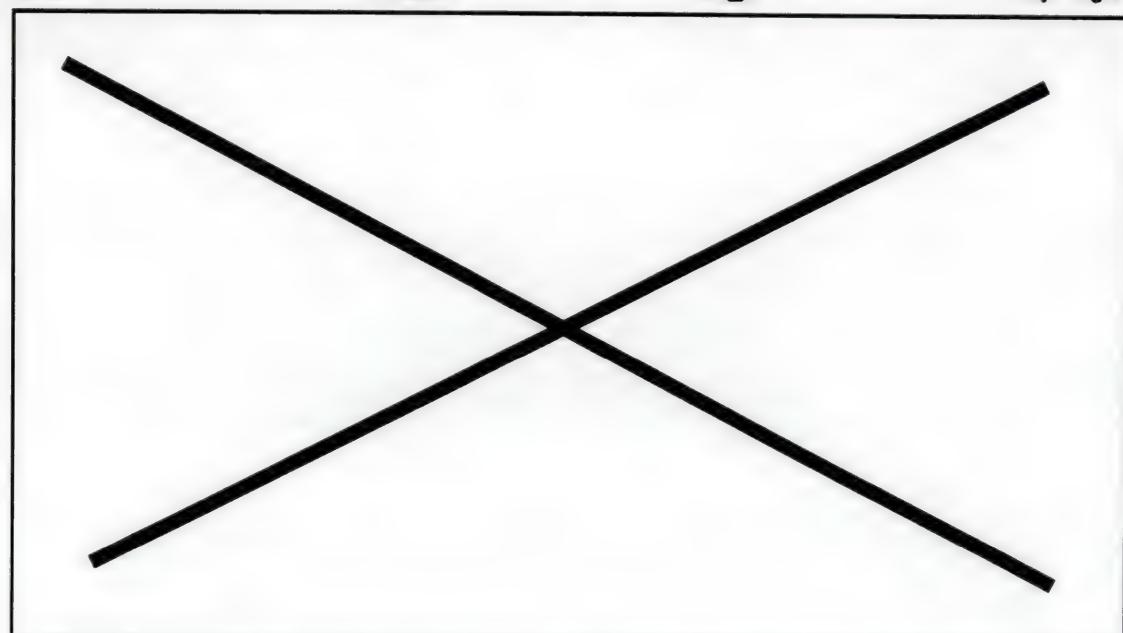
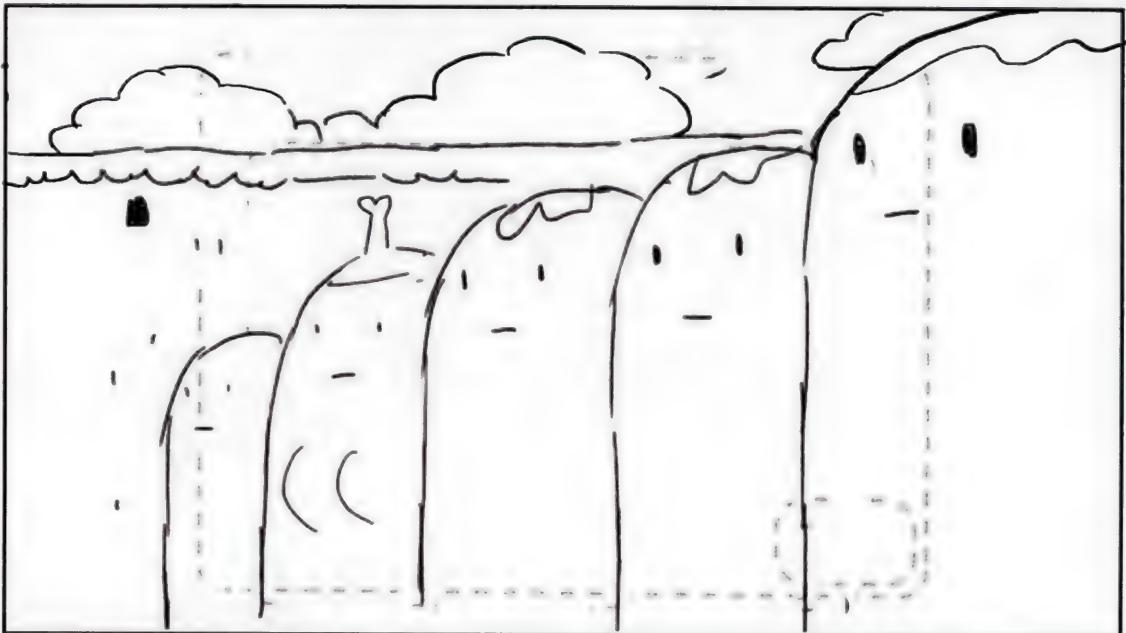
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(vo)

Finn/ BG sixteen...

Action:

LINE OF STOIC BGS, ALL LOOKING THE SAME

SEP 10 2015

Timing:

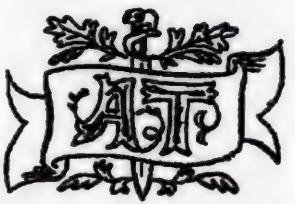
Production :

EPISODE # 1034-233

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1034/233

ADVENTURE TIME



Sc. 162

Pnl. A

Bg.

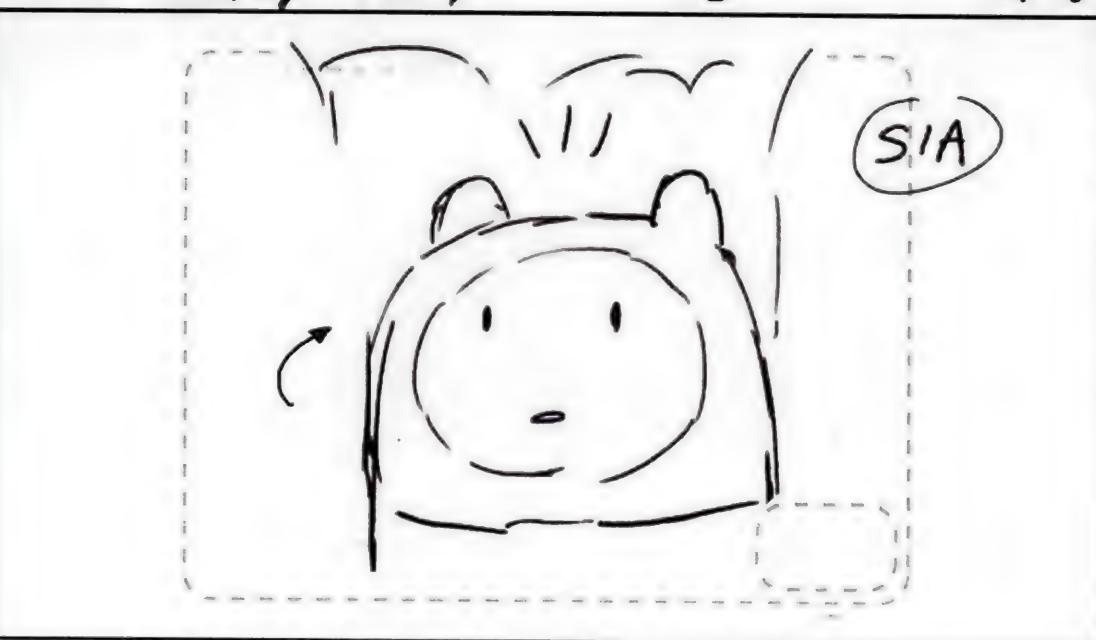
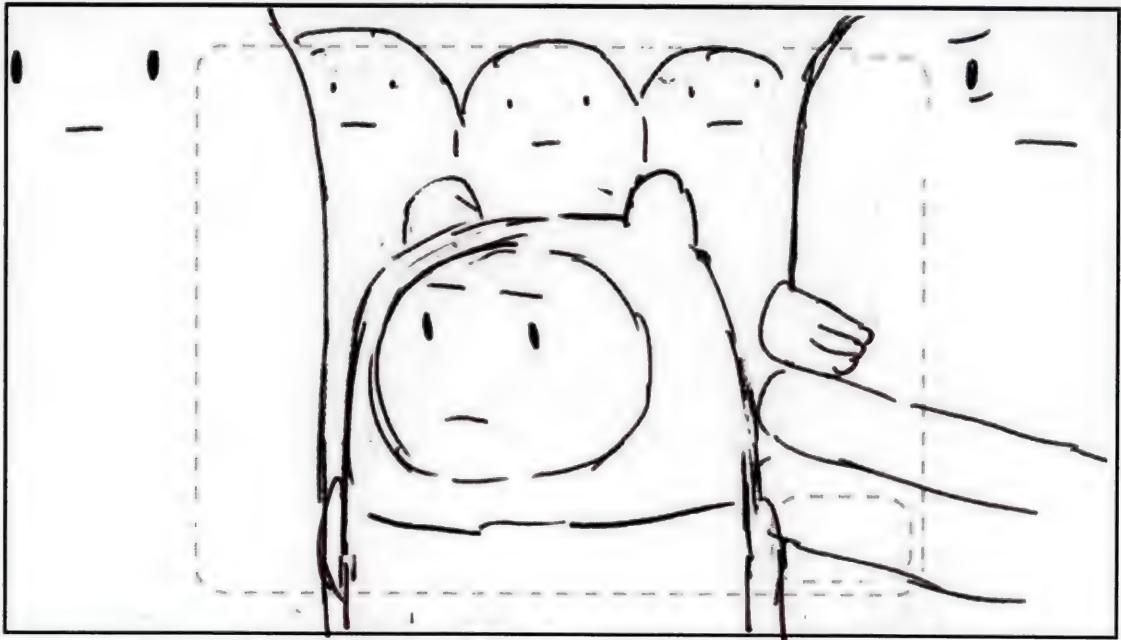
day night

Sc. 162 cont Pnl. B

Bg.

Page 239

day night



Dialog:

Finn/ (GASP)...the same boat...

Action:

F REALIZES

SEP 10 2015

Timing:

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME



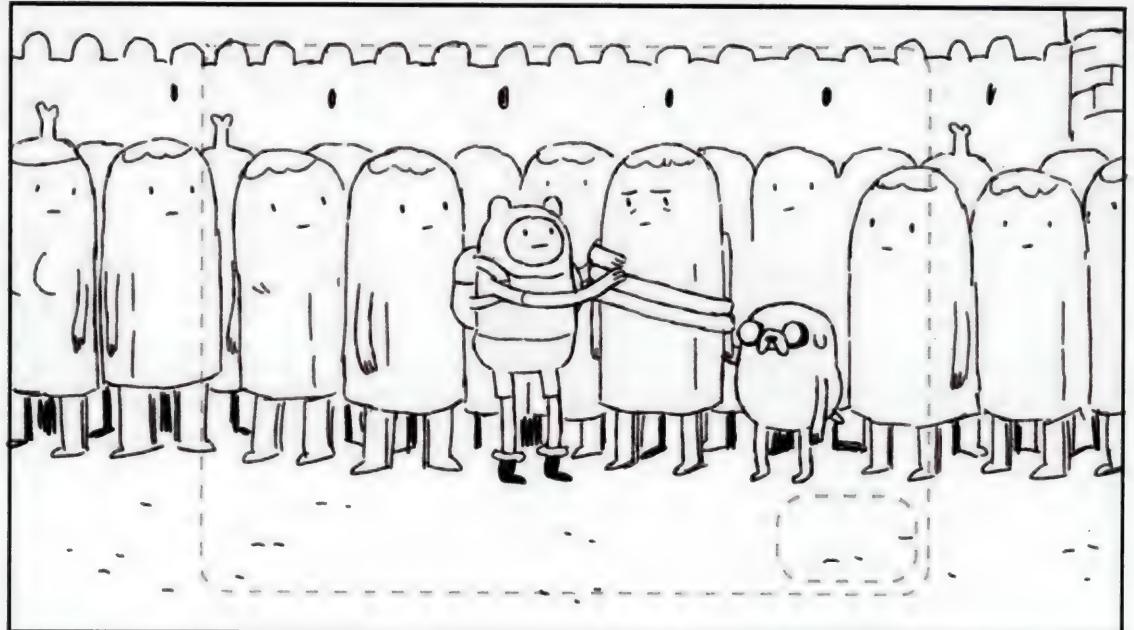
Page 240

Sc. 163

Pnl. A

Bg.

day night

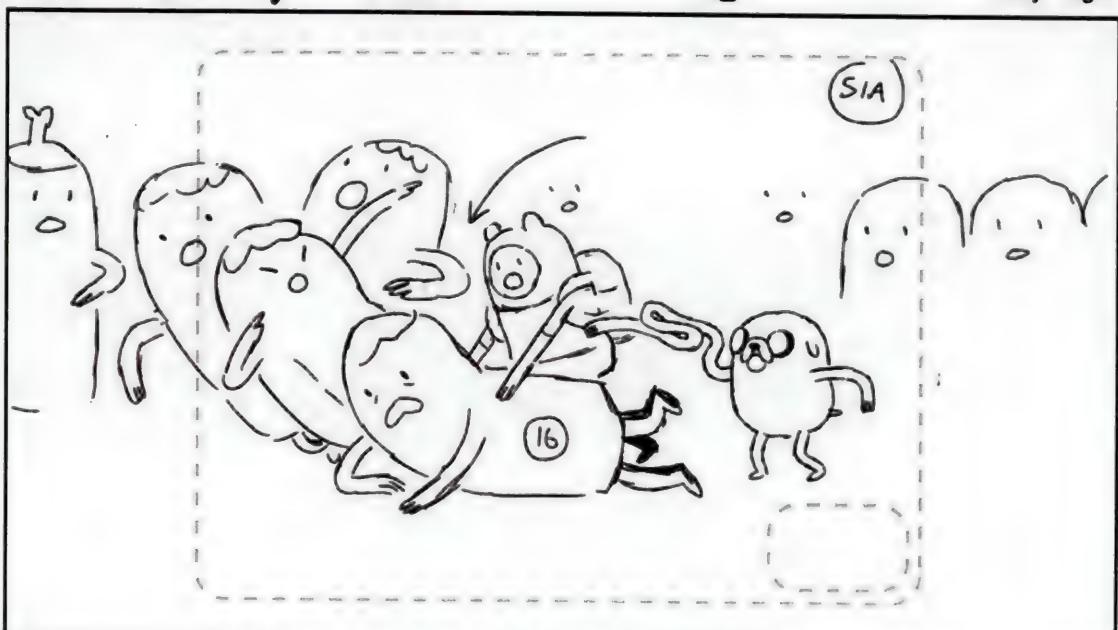


Sc. 163 cont

Pnl. B

Bg.

day night



EPISODE # 1034-233

Production :

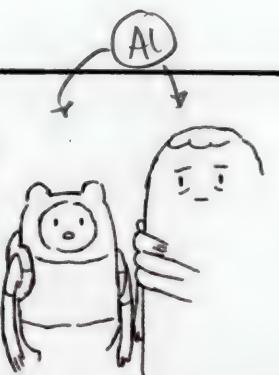
1034/233

Dialog:

F/ OOOOOppssss!

Action:

F GRABS BG16

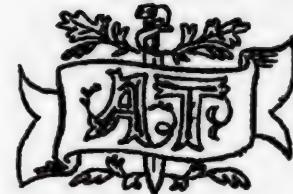


THROWS HIM DOWN,
KNOCKING DOWN OTHER BG'S

Timing:

SEP 1 2015

ADVENTURE TIME



Sc. 163 cont

Pnl. C

Bg.

day night

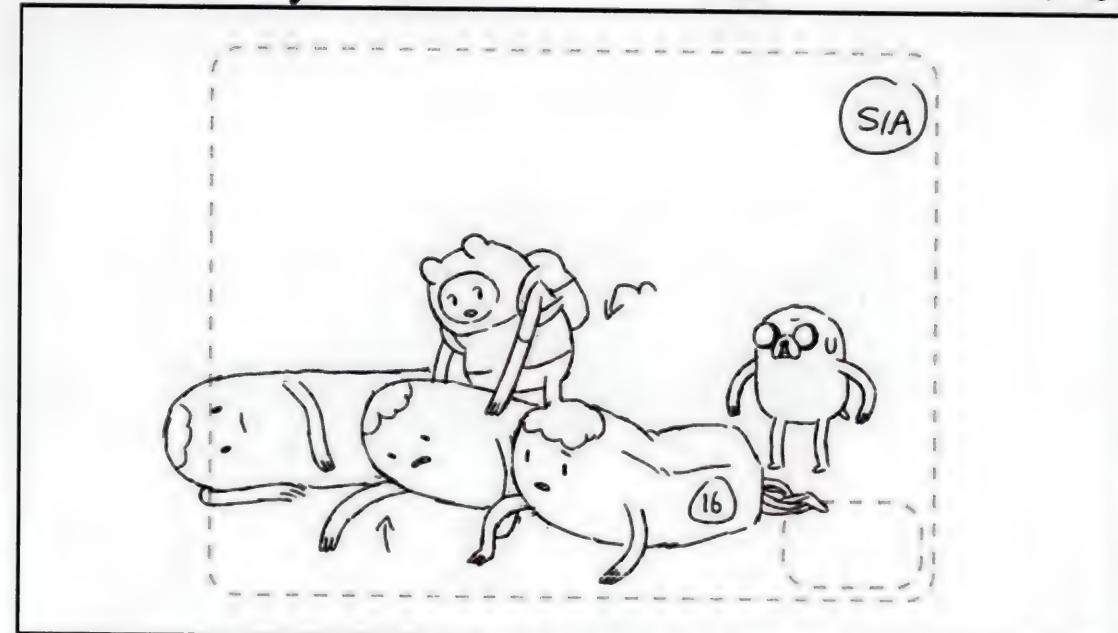
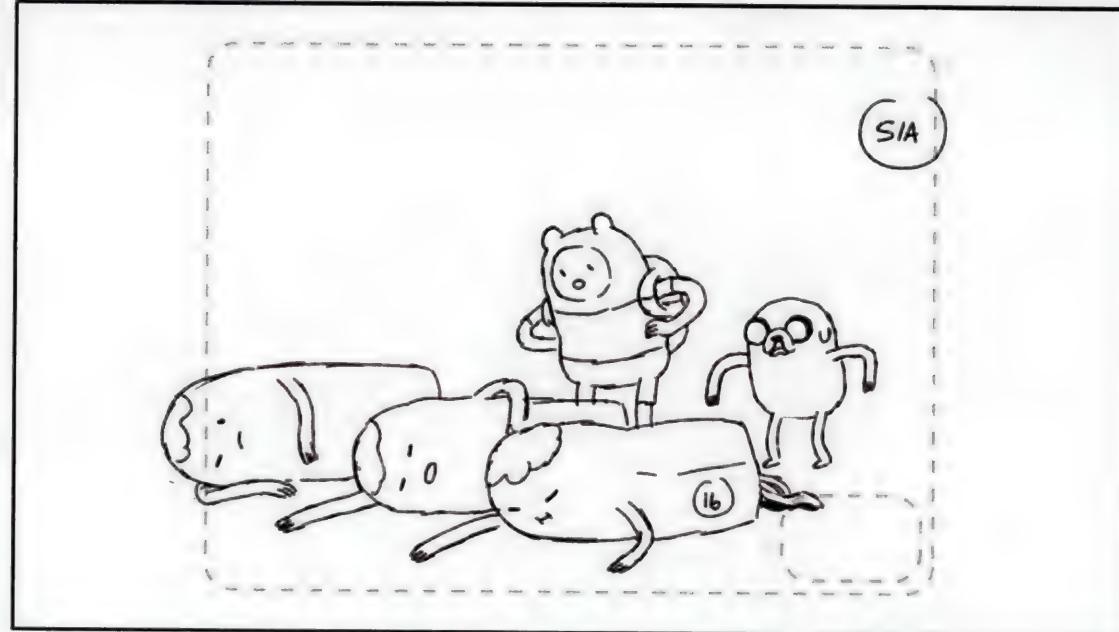
Sc. 163 cont

Pnl. D

Bg.

Page 241

day night



Dialog:

Finn/ Oh sorry man

J/ WHA-

Action:

F LOOKS AT 16 POINTEDLY

J'S EYES DART BETWEEN F AND BGS

Timing:

D1 D2

SEP 10 2015

Production :

1034-233

1034/233

1034/233

ADVENTURE TIME

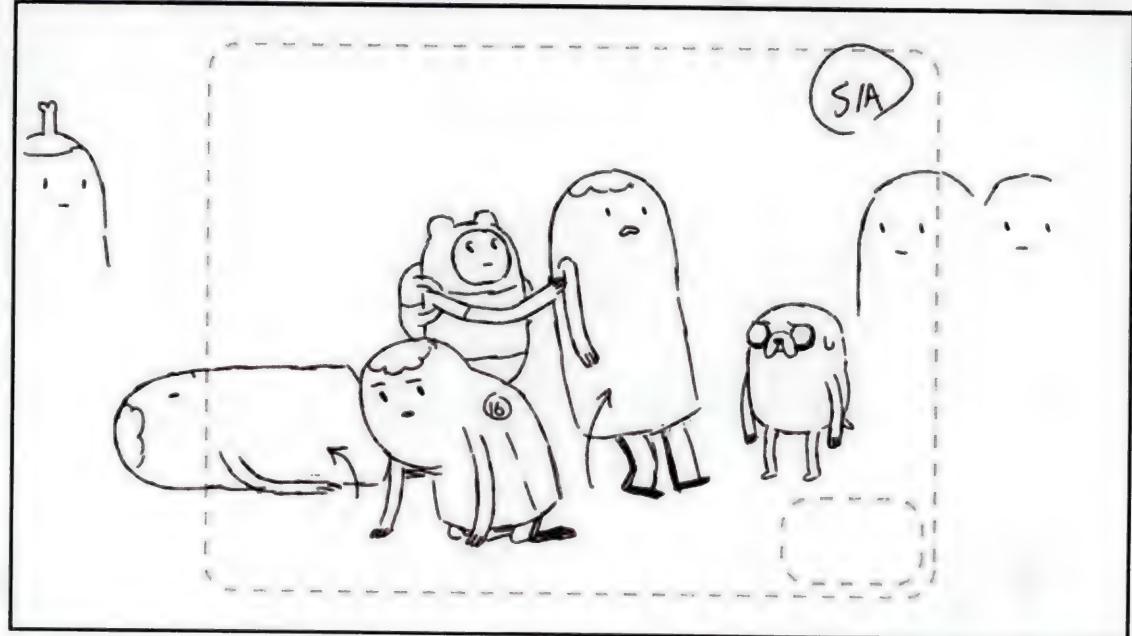


day night

Sc. 163 cont

Pnl. E

Bg.



Sc. 163 cont

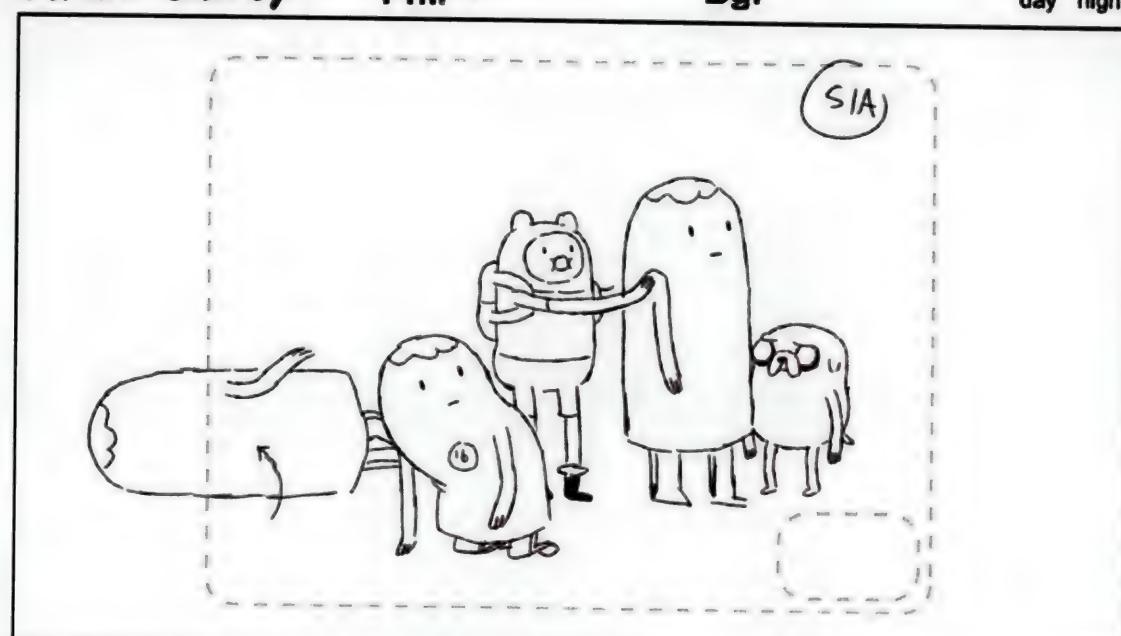
Pnl. F

Bg.

day night

Page 242

day night



1034/233

Dialog:

F/ THERE YA' GOOOO..

Action:

F PICKS UP DIFF BG

F PUTS DIFF BG IN 16'S PLACE

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 243

Sc. 164

Pnl. A

Bg.

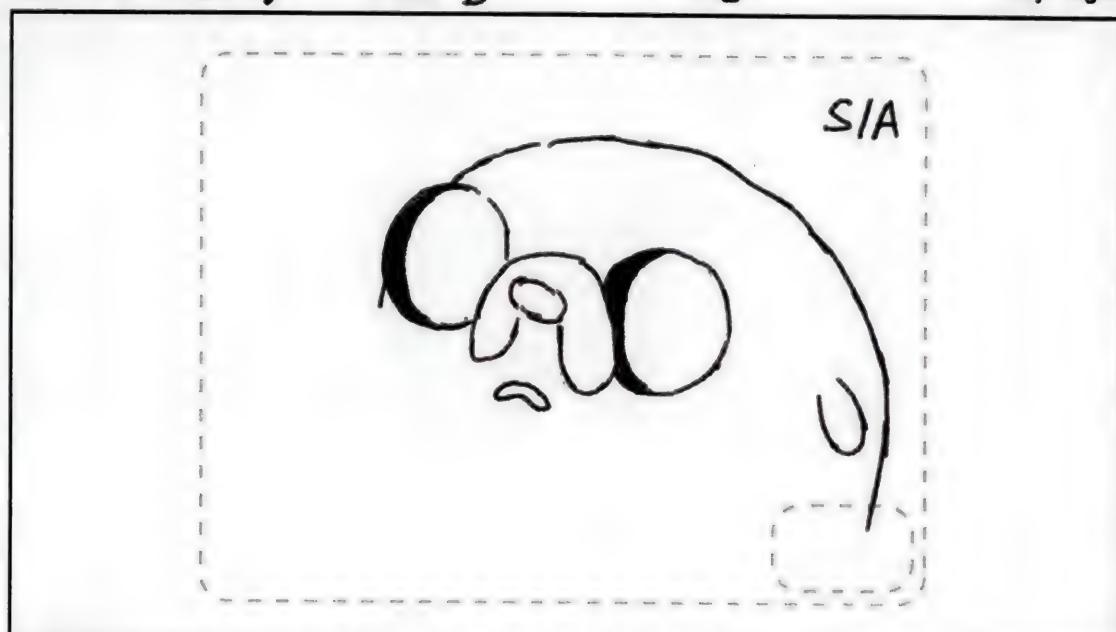
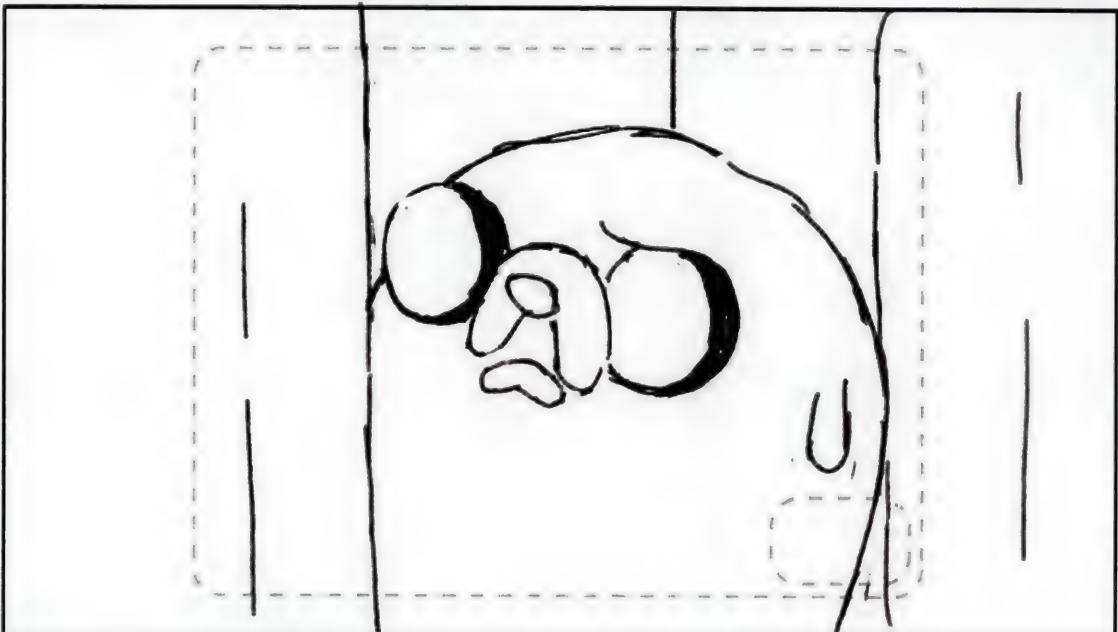
day night

Sc. 164 *cont*

Pnl. B

Bg.

day night



Dialog:

J/ HEY wait! THAT'S NOT THE SAME -

SFX/(OS) * BUGLE *

Action:

J CUT OFF BY BUGLE

Timing:

SEP 10 2015

Production :

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1034 / 233

1034 / 233

ADVENTURE TIME



day night

Sc.

Page 244

Sc. 164 CONT

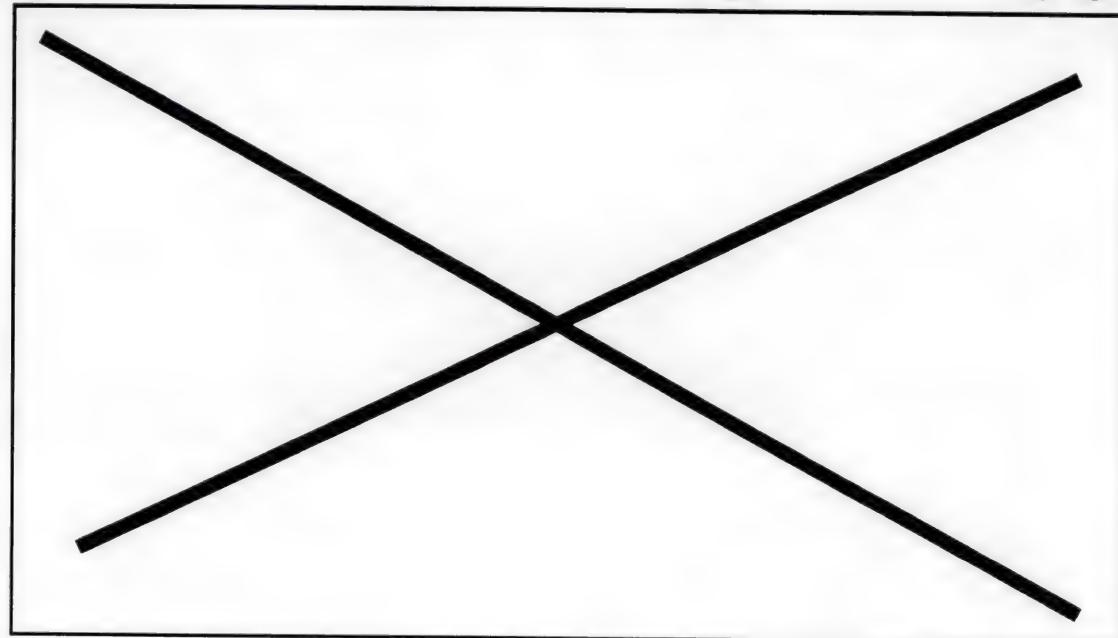
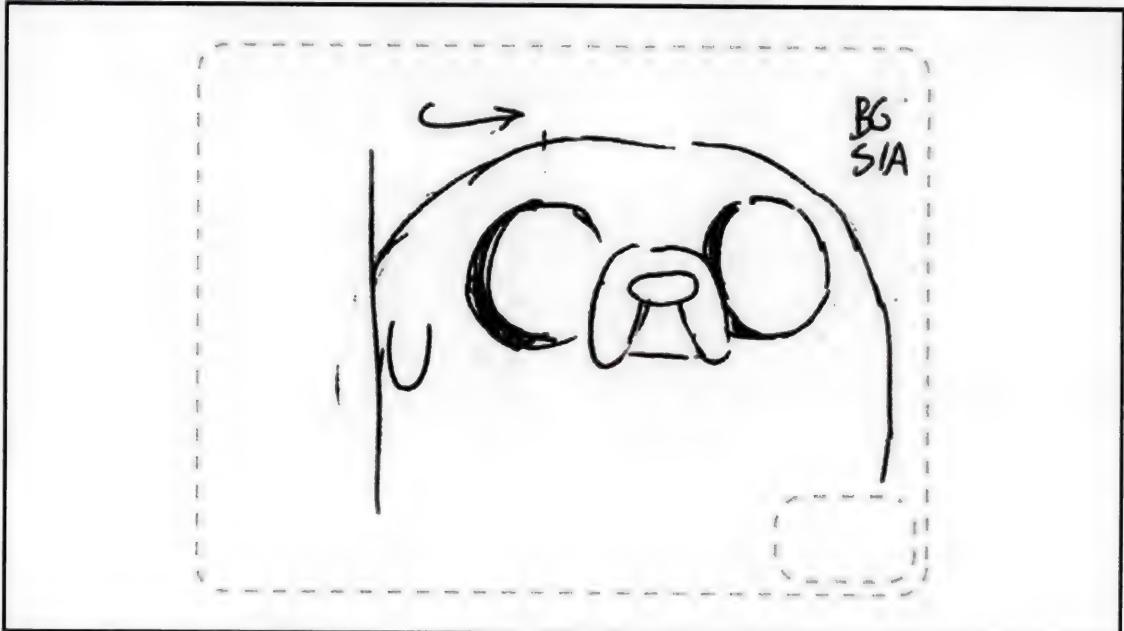
Pnl. C

Bg.

Pnl.

Bg.

day night



1034/233

Dialog:

Action:

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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1034 / 233

ADVENTURE TIME



NO SC 66

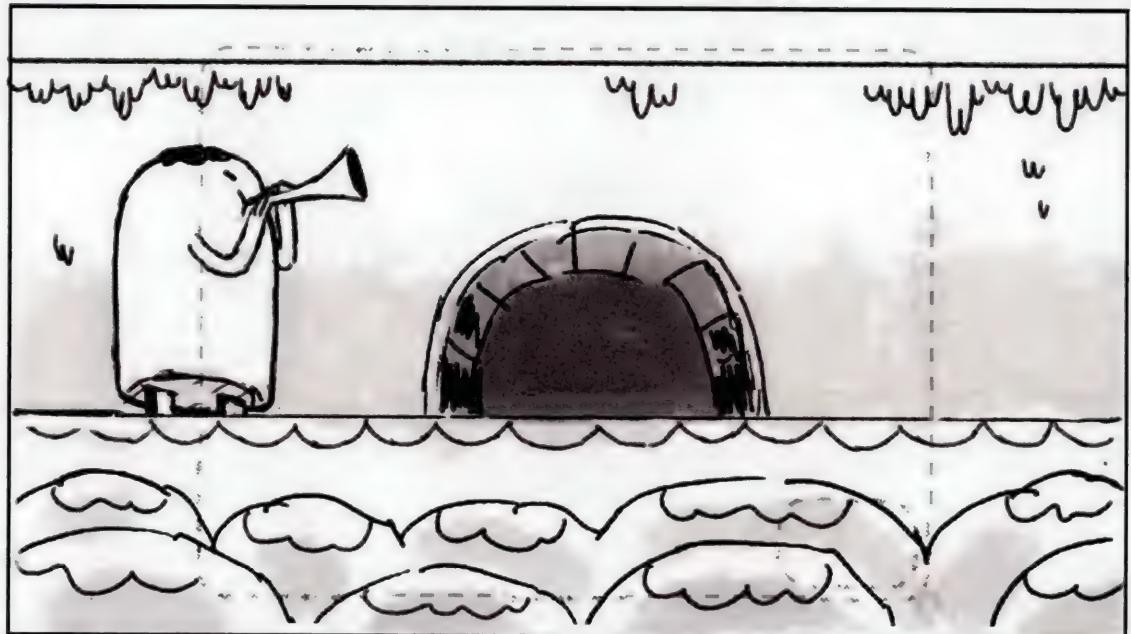
Page 245

Sc. 165

Pnl. A

Bg.

day night

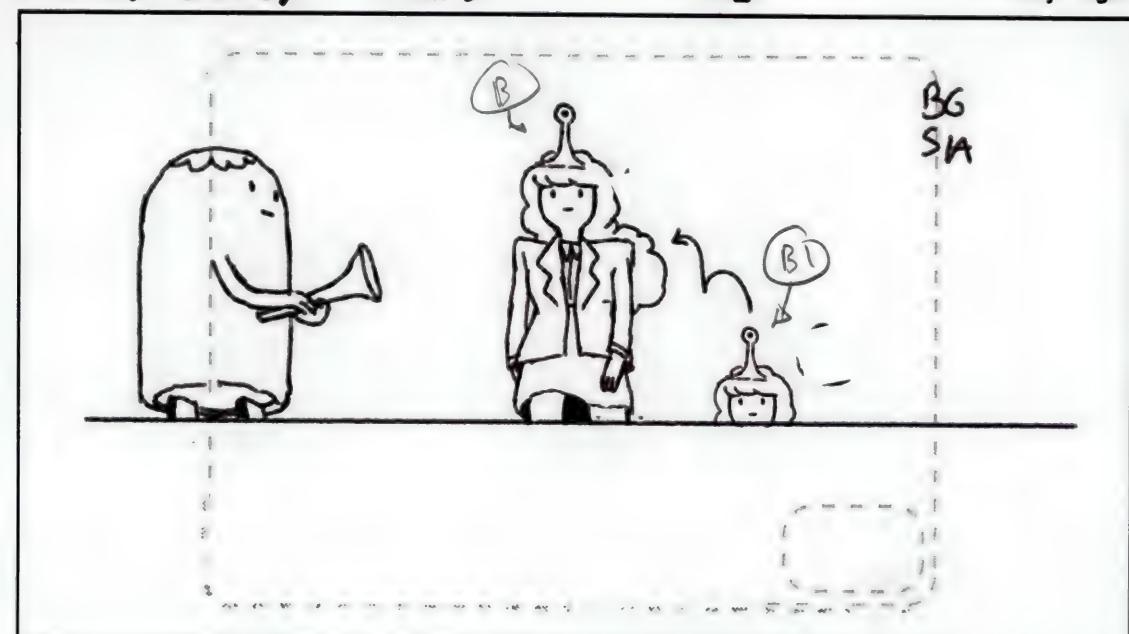


Sc. 165 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

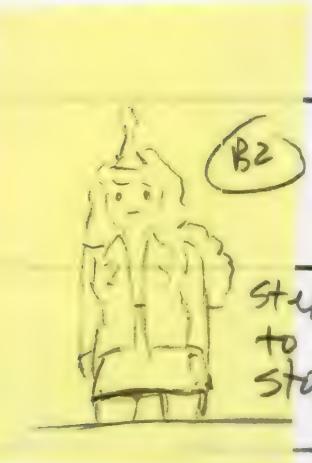
SFX / * QUIET FOOTSTEPS APPROACHING *
* BUGLE *

SFX / * HEELS ON FLOOR *

Action:

PB IN POWERSUIT WALKS TO EDGE OF STAGE

Timing:



SEP 10 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME



Page 246

Sc.

Pnl.

Bg.

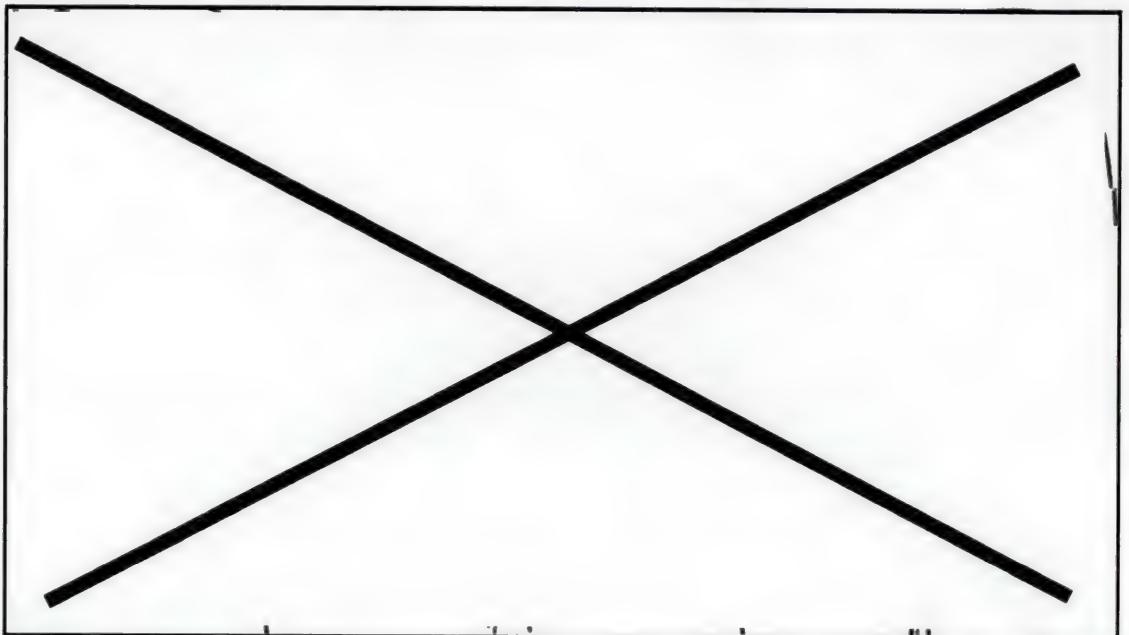
day night

Sc. 167

Pnl. A

Bg.

day night



Dialog:

PB / BANANA GUARD 16, STEP FORWARD.

Action:

Timing:

SEP 10 2015

Production :

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day night

ADVENTURE TIME



day night

Sc. 168

cont

Pnl. B

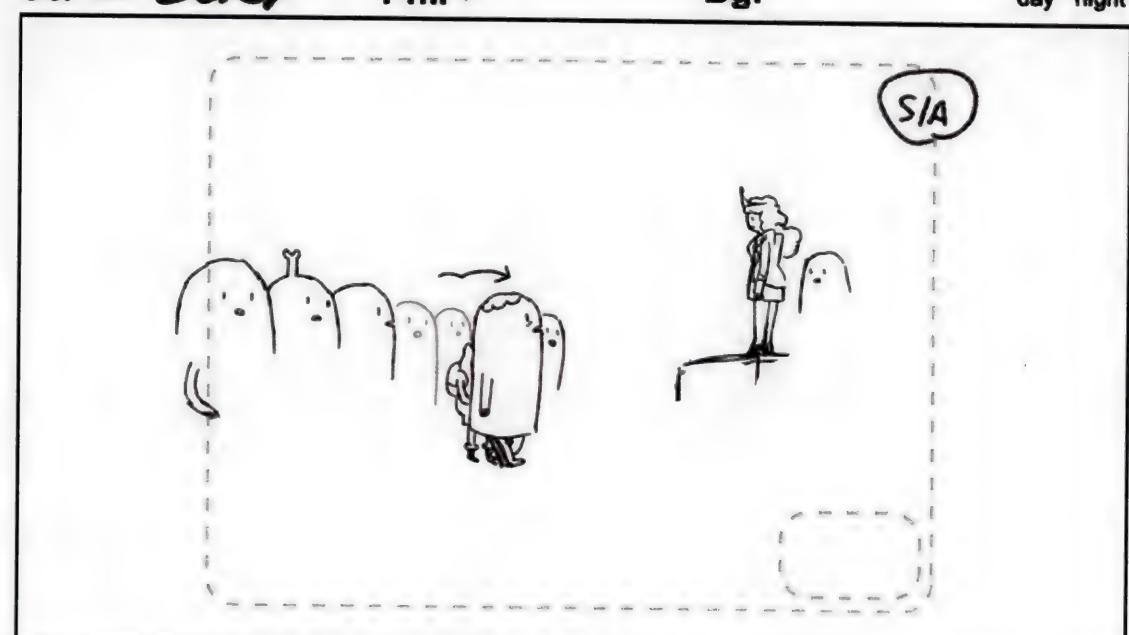
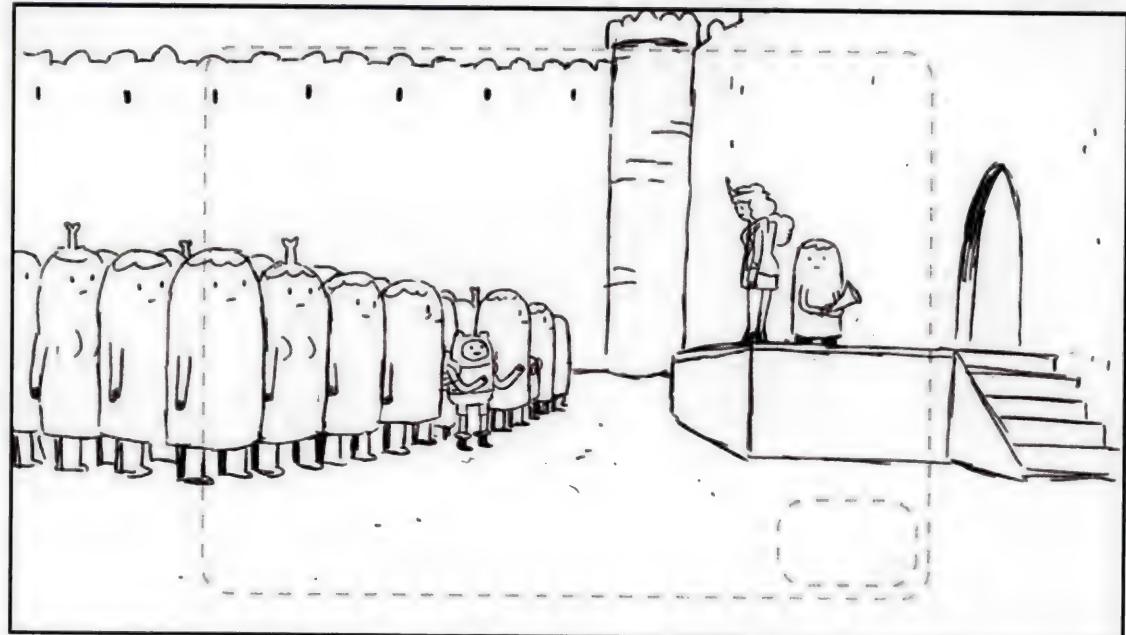
B.g.

day night

Sc. 168

Pnl. A

B.g.

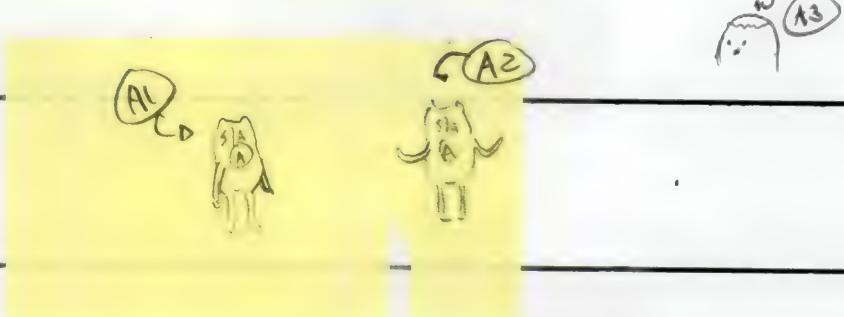


Dialog:

Finn/ Sorry PB I goofed up. I think we lost him-

BG #16/ -I'm banana guard six

Action:



BG 16 STEPS FWD

Timing:

SEP 10 2015

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ADVENTURE TIME

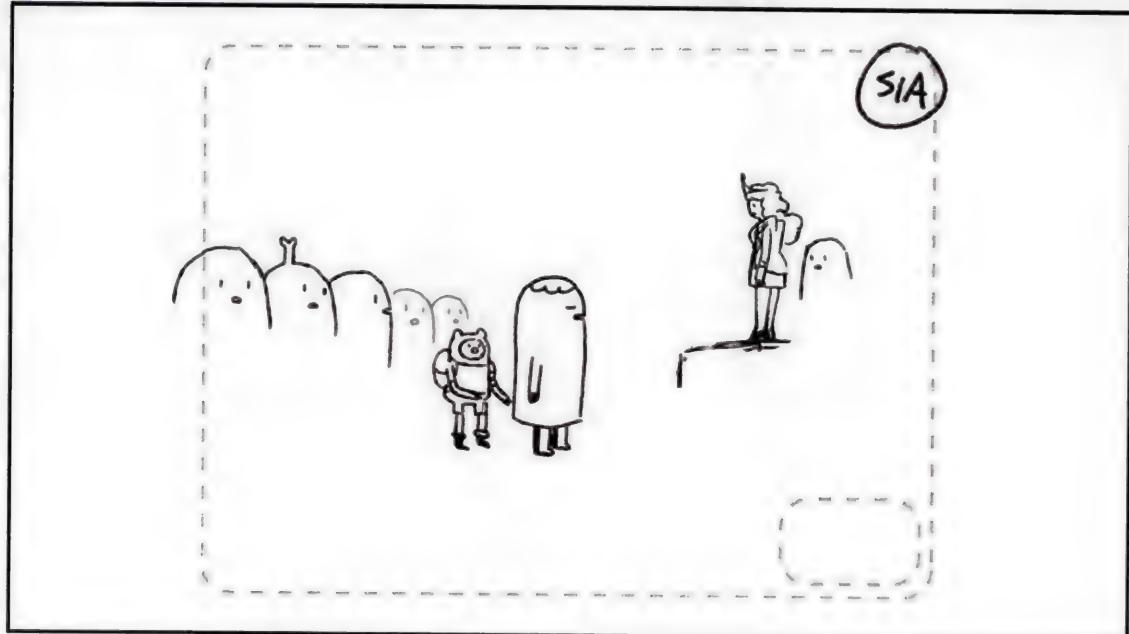


day night

Sc. 168 *cont*

Pnl. C

Bg.



Sc. 169

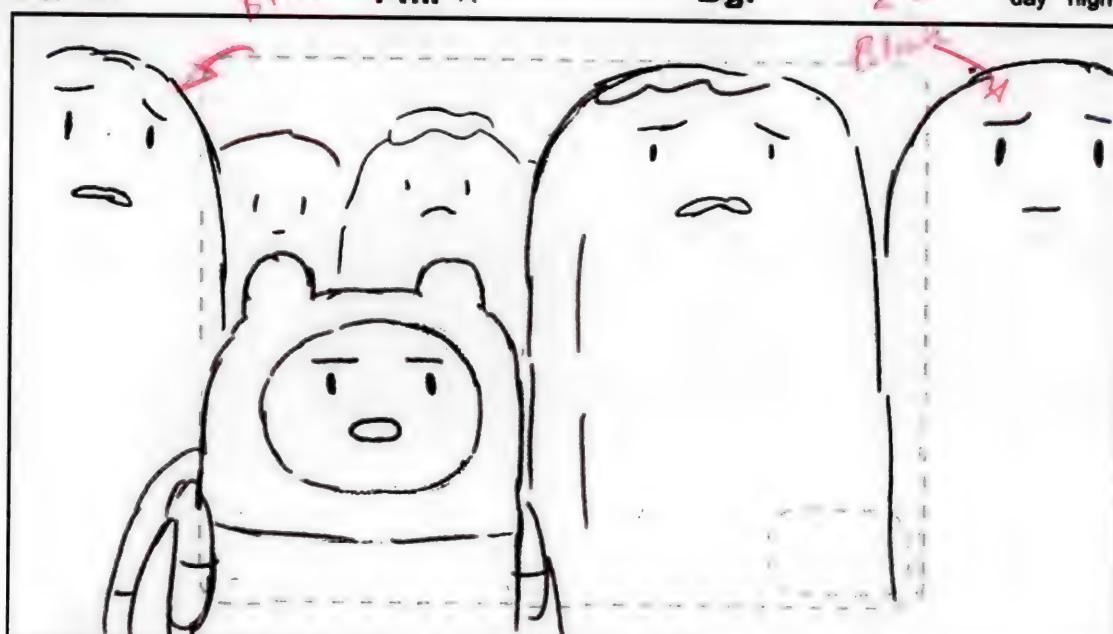
Blind

Pnl. A

Bg.

Page 248

day night



EPISODE # 1034-233

Production :

1034 / 233

Dialog:

BG16/ teen.

Finn/ Ahhh dude, come on...

Action:

Timing:

SEP 10 2015

ADVENTURE TIME



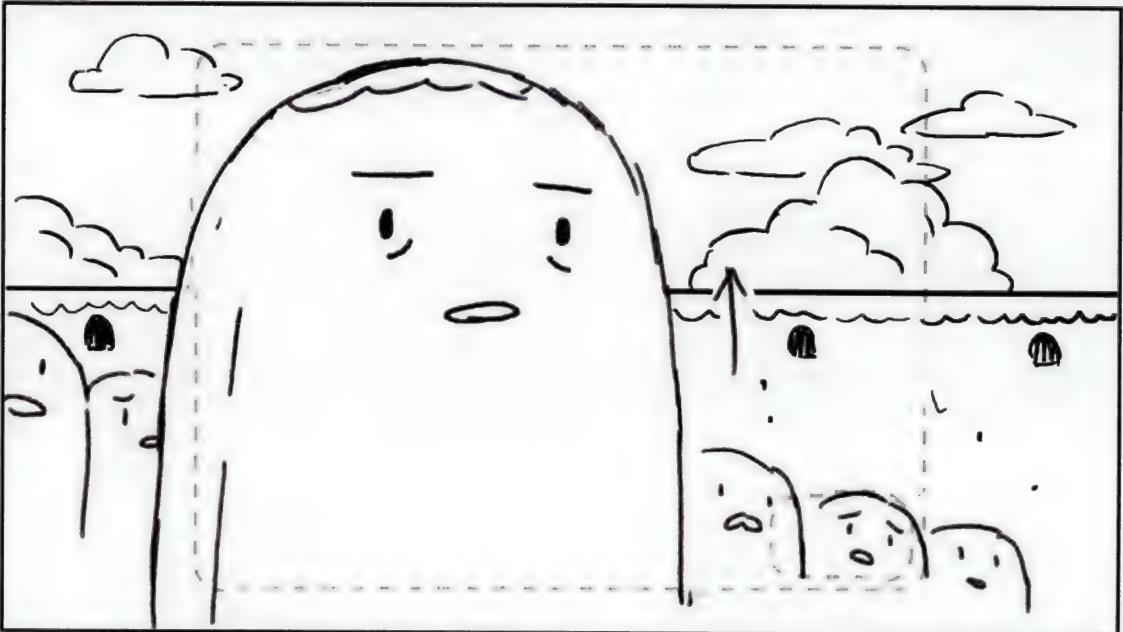
Page 249

Sc. 170

Pnl. A

Bg.

day night

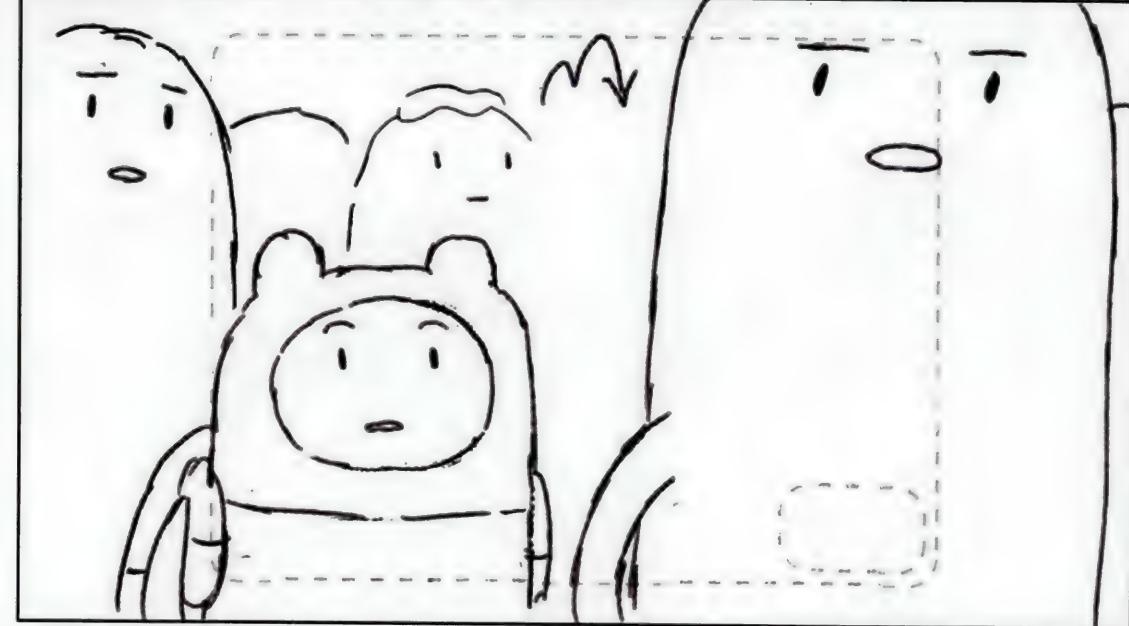


Sc. 171

Pnl. A

Bg.

day night



1034 / 233

Dialog:

BG16 / PUNISH ME. I AM READY.

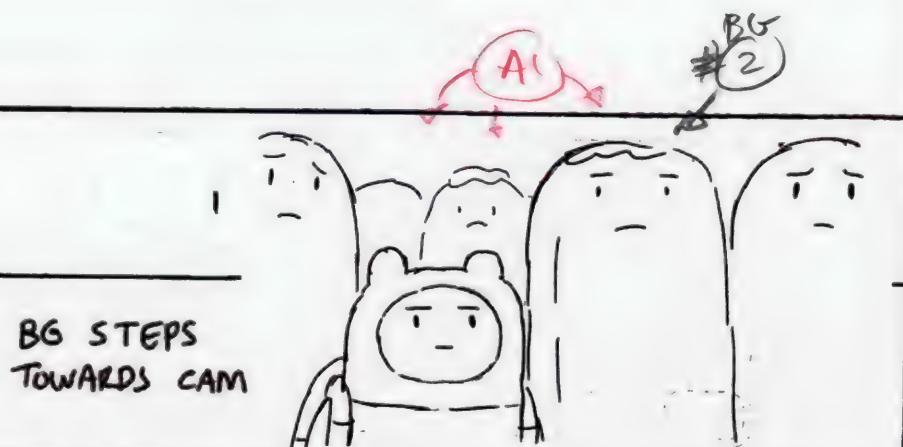
BG/No! I am Banana Guard sixteen!

SEP 10 2015

Action:



Timing:



Production :

EPISODE # 1034-233

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ADVENTURE TIME

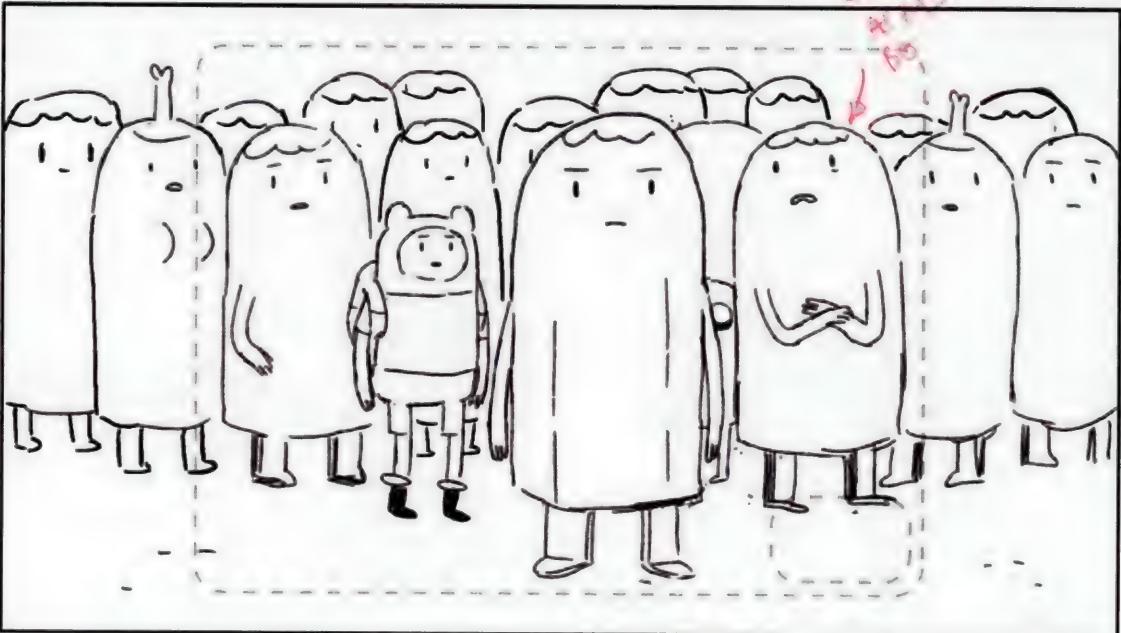


Sc. 172

Pnl. A

Bg.

day night



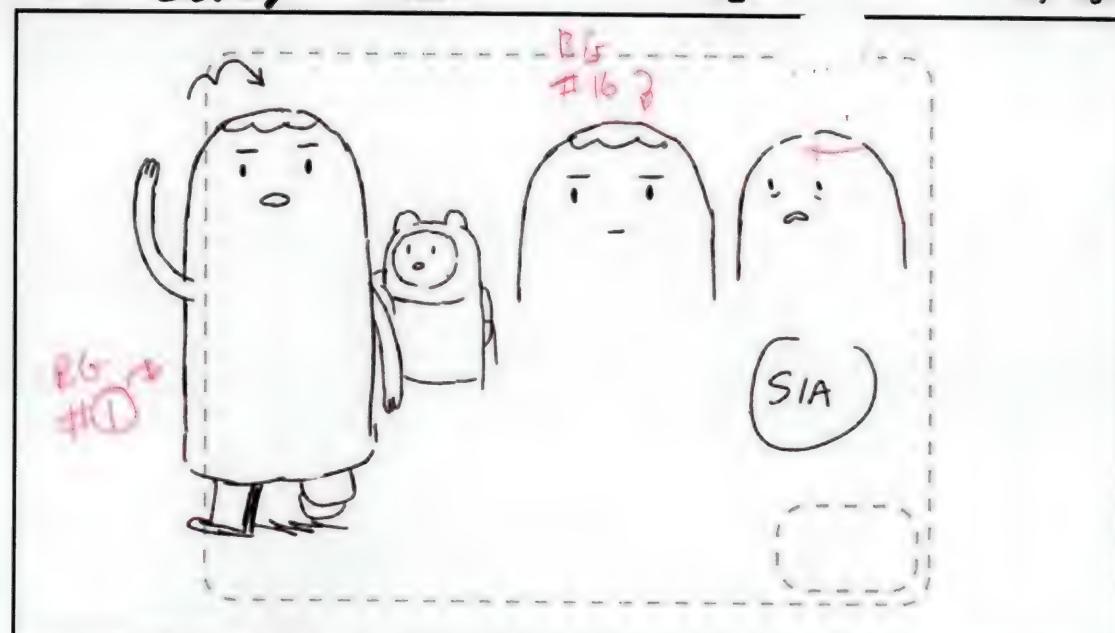
Sc. 172

cont

Pnl. B

Bg.

day night



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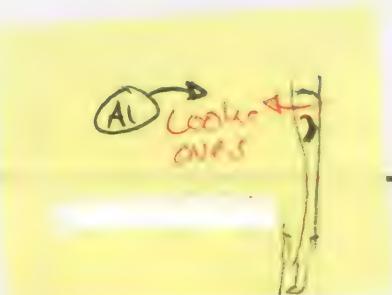
EPISODE # 1034-233

Production :

1034 / 233

1034 / 233

Dialog:



BG/ I'M BANANA GUARD 16.

Action:

Timing:

SEP 10 2015

1034 / 233

ADVENTURE TIME

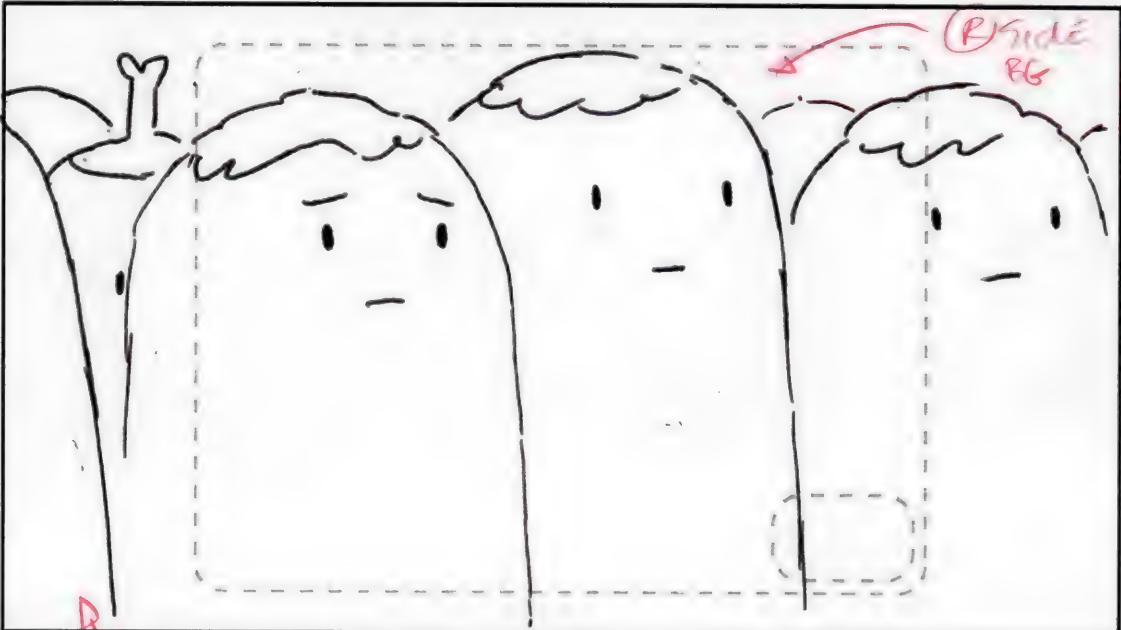


day night

Sc. 173

Pnl. A

Bg.



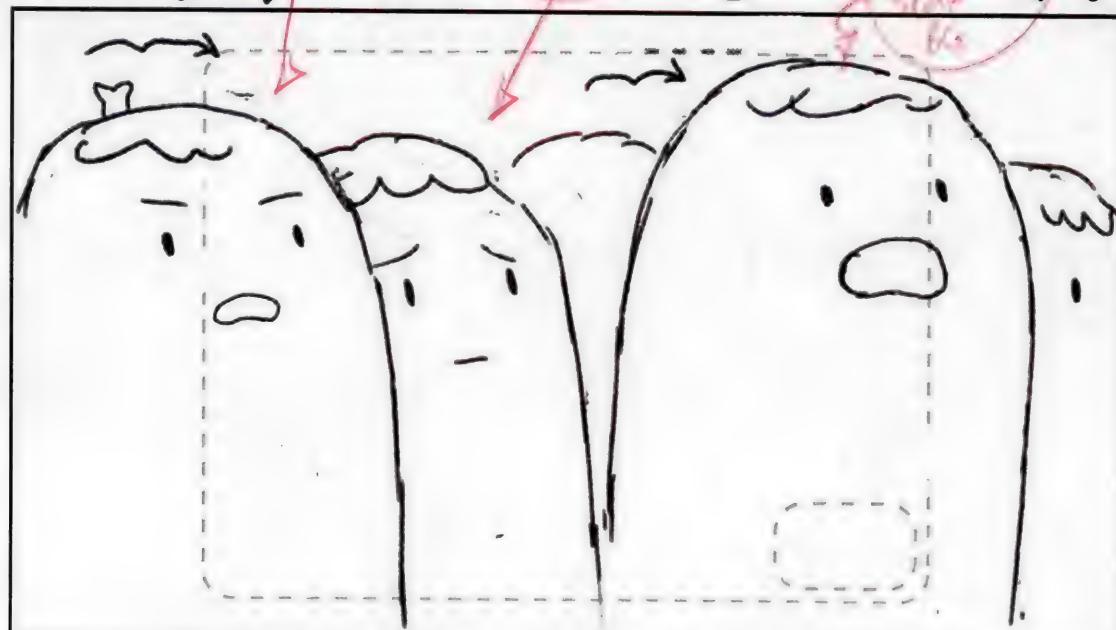
Sc. 173 cont

Pnl. B

Bg.

Page 251

day night



1034/233

Dialog:

(L) Side BG

(STAGGERED)
 (R) Side BG / I'M BANANA GUARD 16
 (L) Side BG / I'M BANANA GUARD 16.

Action:

Timing:

SEP 10 2015

Production :

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EPISODE #

1034/233

1034/233

ADVENTURE TIME

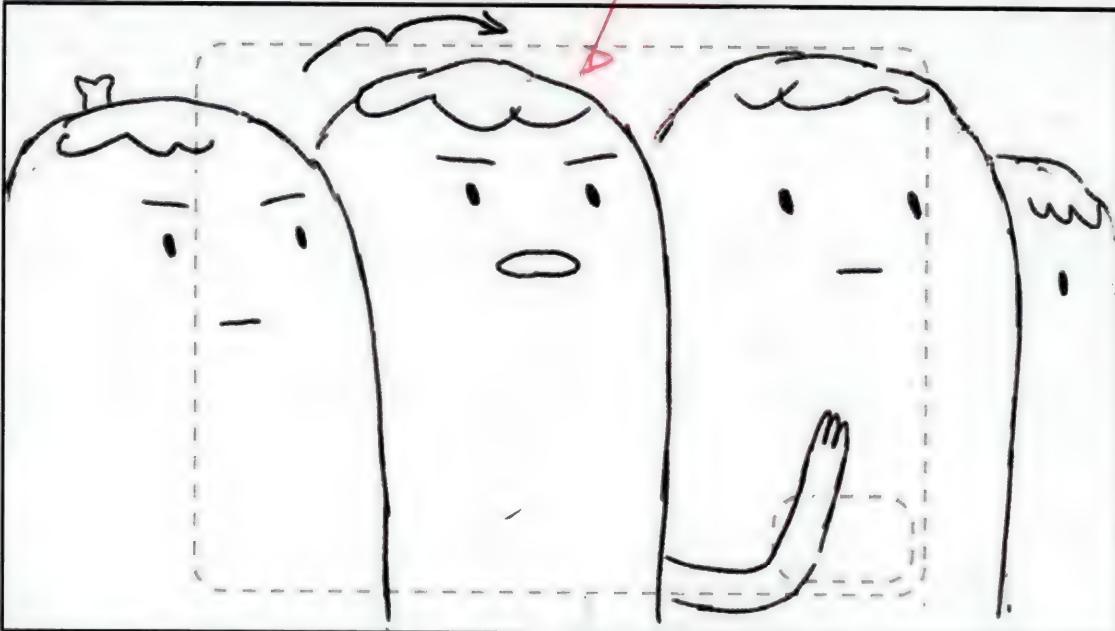


day night

Sc. 173 cont Pnl. C

middle

BG



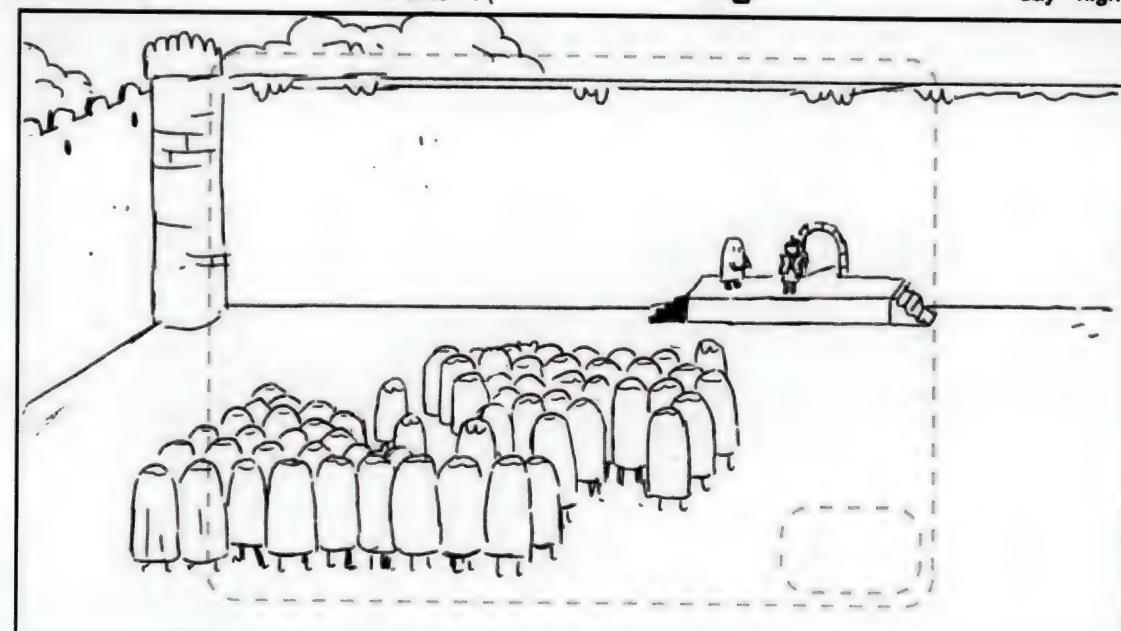
Sc. 174

Pnl. A

Bg.

day night

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Dialog:

*middle
BG*

/ I'M BANANA GUARD
(BACKGROUND WALLA) / I'M BANANA GUARD 16 ETC

BG #3/ six

WALLA / I'M BANANA GUARD 16!
IT'S ME!
(ETC)

Action:

Timing:

SEP 10 2015

Production :

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ADVENTURE TIME



Sc. 174 *CONT*

Pnl. B

Bg.

day night

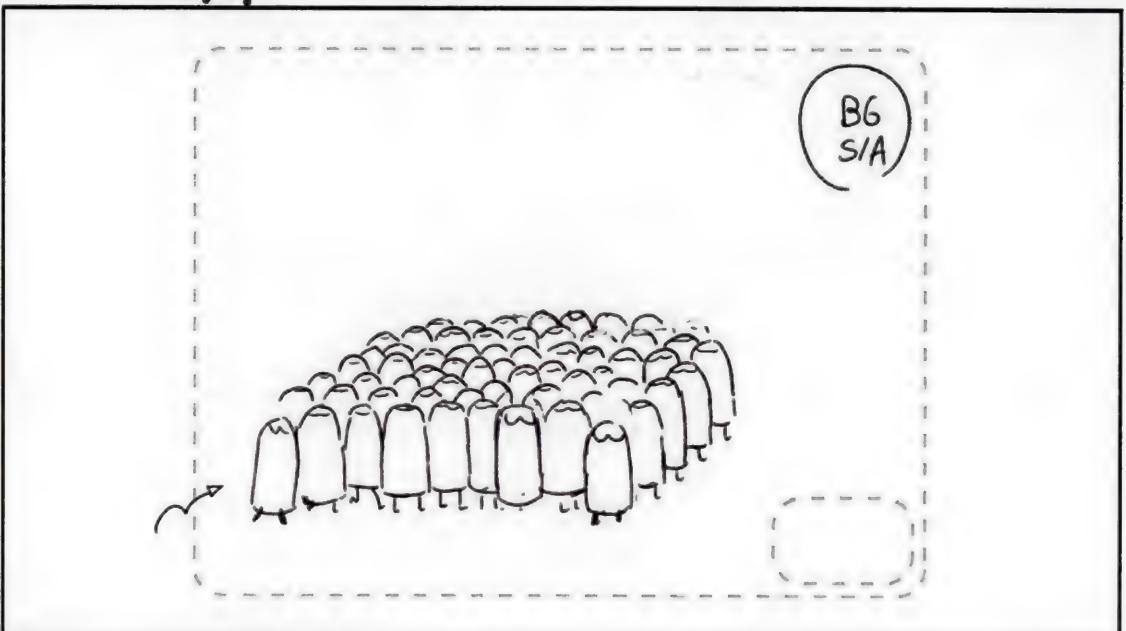
Sc. 175

Pnl. A

Bg.

Page 253

day night



Dialog:

BG #3/ teen!

WALLA/ I'M BANANA GUARD 16!

Action:

WHOLE CROWD SHUFFLES FWD

Timing:

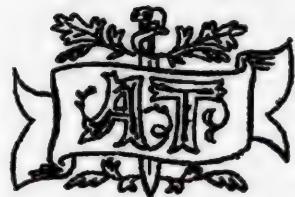
SEP 10 2015

Production :

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ADVENTURE TIME



Page 254

Sc. 175 cont

Pnl. B

Bg.

day night

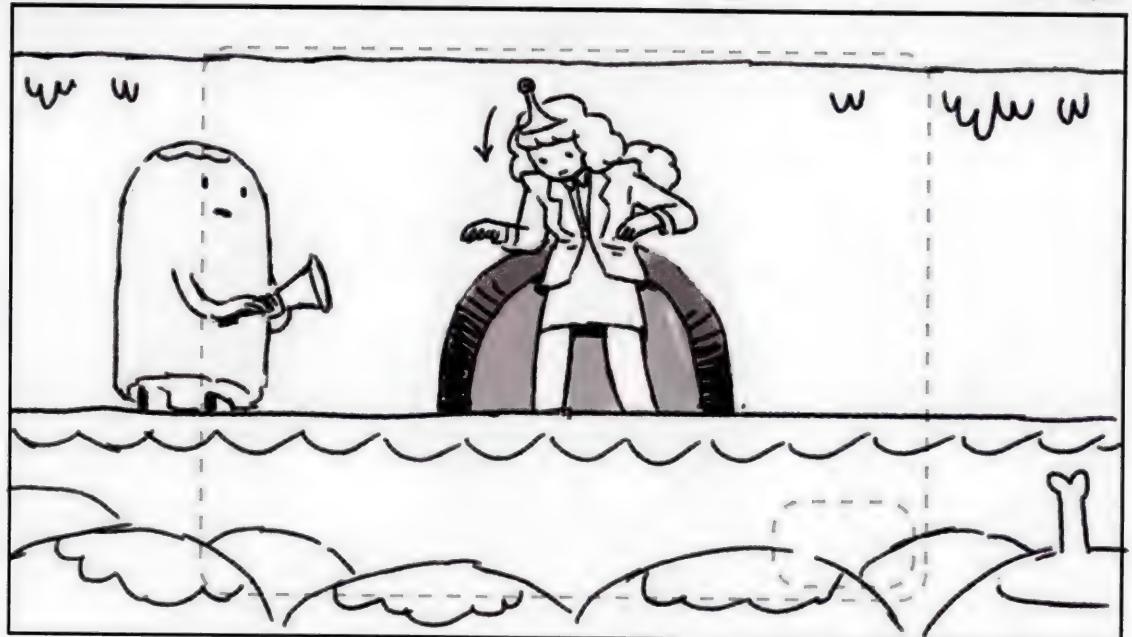


Sc. 176

Pnl. A

Bg.

day night



1034/233

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Dialog:

(B1) ARMS FWD

PB / WOAH WOAH WOAH WOAH

Action:



Timing:

SEP 10 2015

Production :

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ADVENTURE TIME



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Sc. 176 cont

Pnl. B

Bg.

day night

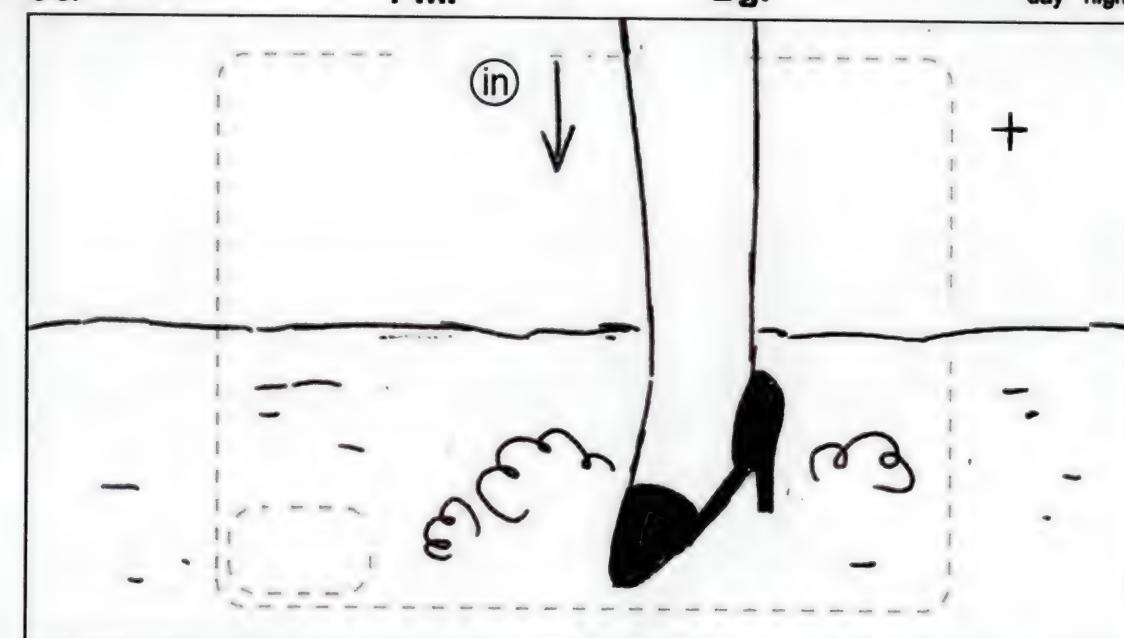


Sc. 177

Pnl. A

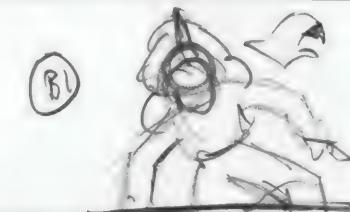
Bg.

day night

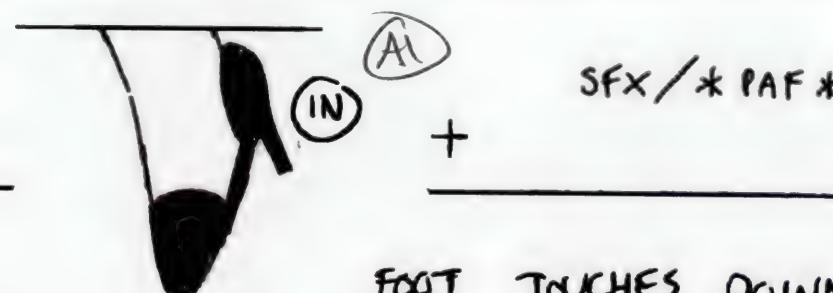


1034/233

Dialog:



Action:



SFX /* PAF *

FOOT TOUCHES DOWN, LIL DIRT PUFF

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



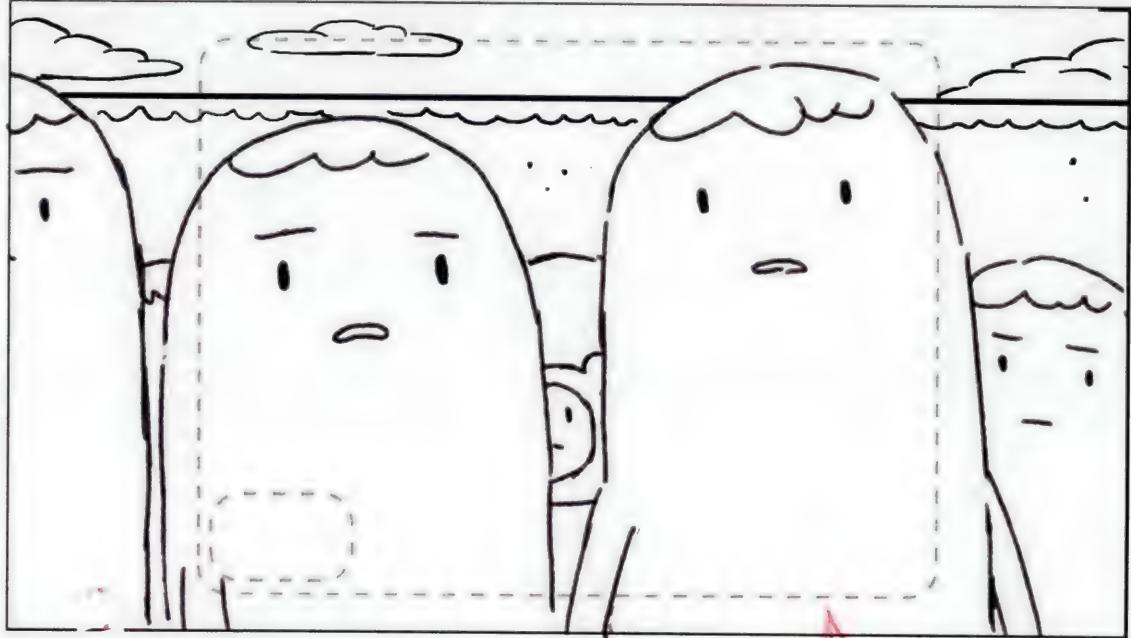
Page 256

Sc. 178

Pnl. A

Bg.

day night

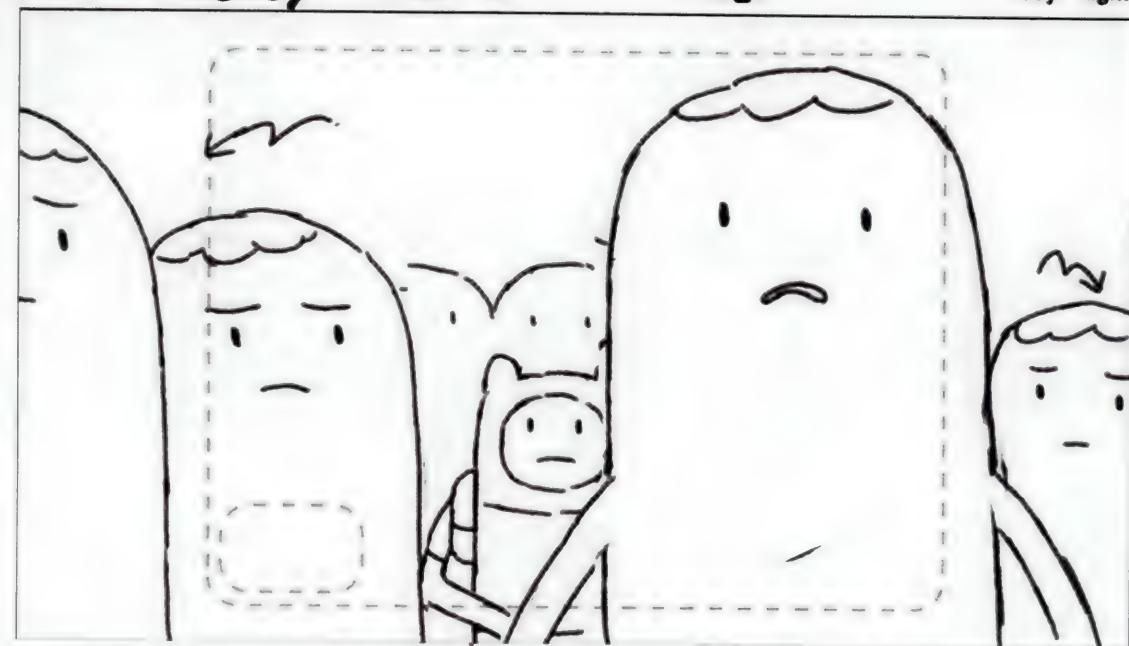


Sc. 178 cont

Pnl. B

Bg.

day night



Dialog:

ARM'S UP BGS

Action:



BGS TAKE A STEP BACK

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034 / 233

1034 / 233

ADVENTURE TIME

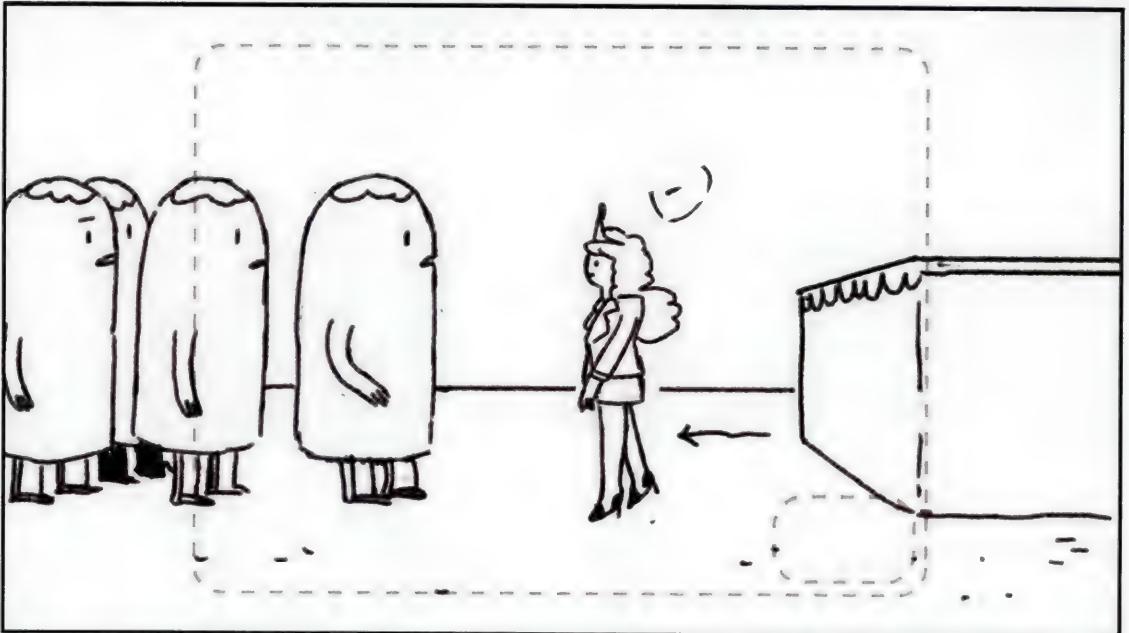


day night

Sc. 179

Pnl. A

Bg.



Sc. 180

Pnl. A

Bg.

day, night



1034/233

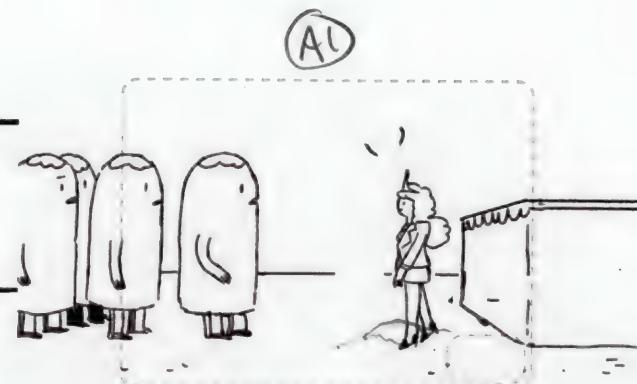
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Dialog:

PB/ I'M NOT GOING TO PUNISH YOU,
BANANA GUARD 16.

Action:

PB STEPS TOWARDS 16



Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

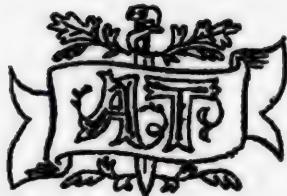
Page 257

1034/233

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ADVENTURE TIME

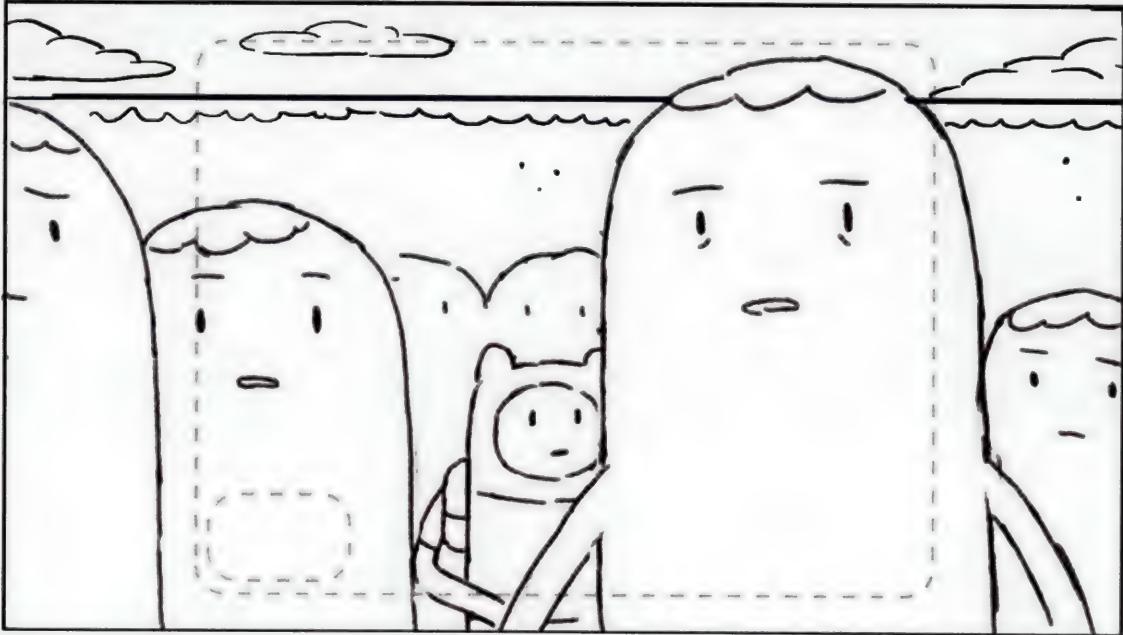


Sc. 181

Pnl. A

Bg.

day night

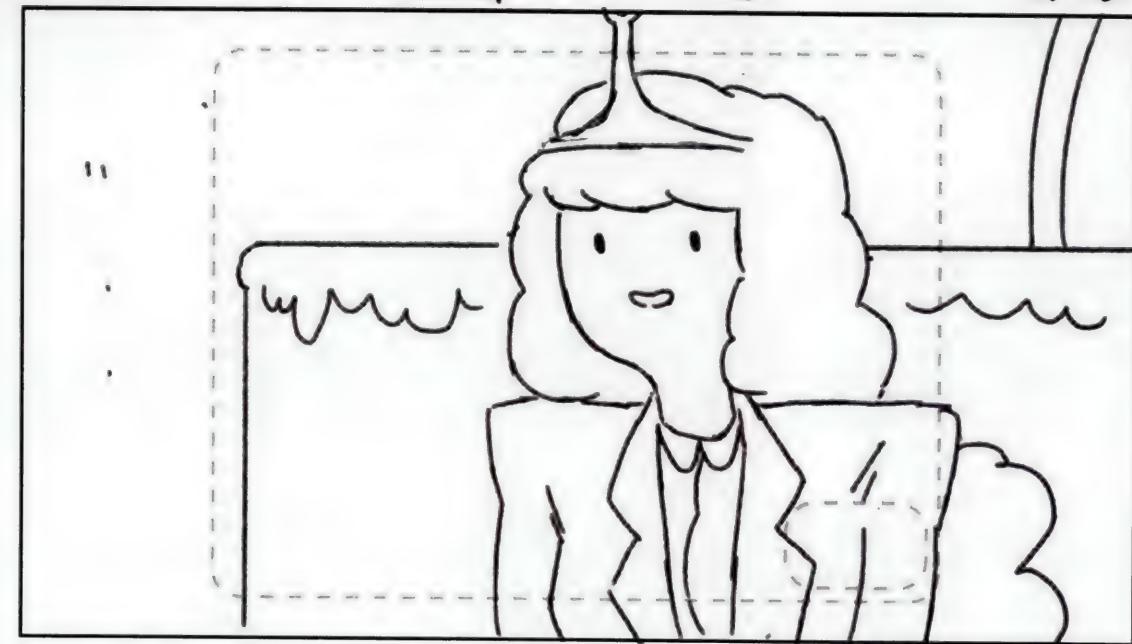


Sc. 182

Pnl. A

Bg.

day night



Page 258

EPISODE # 1034-233

Production :

1034/233

Dialog:

16 / ... YOU'RE NOT ?

Ac

Tl



PB / Of course not

SEP 10 2015

1034/233

ADVENTURE TIME



Page 259

Sc. 182 cont

Pnl. B

Bg.

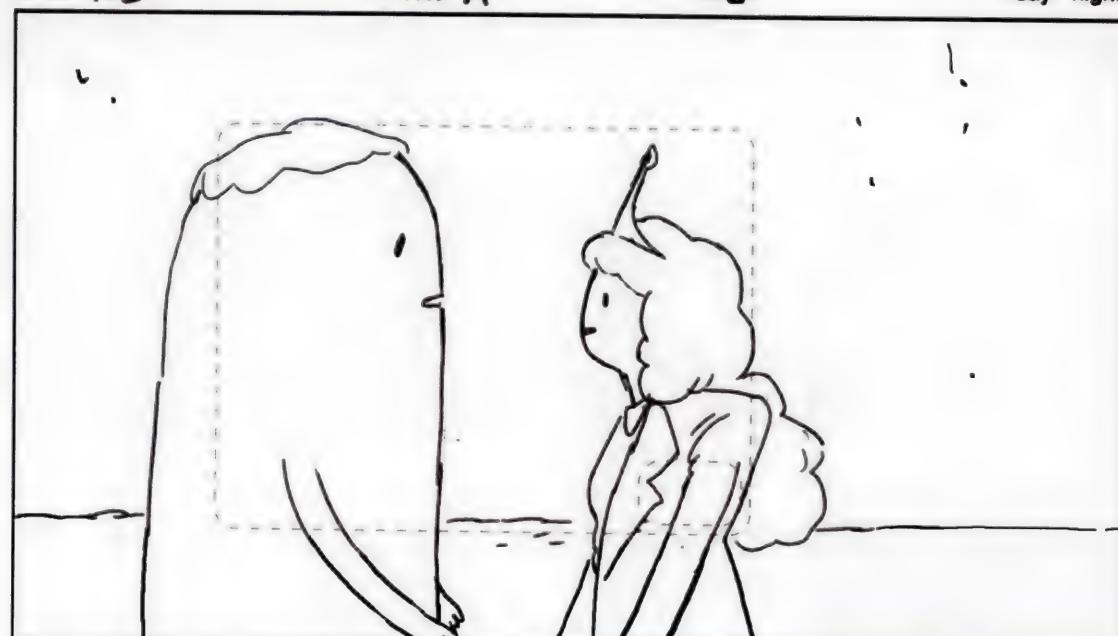
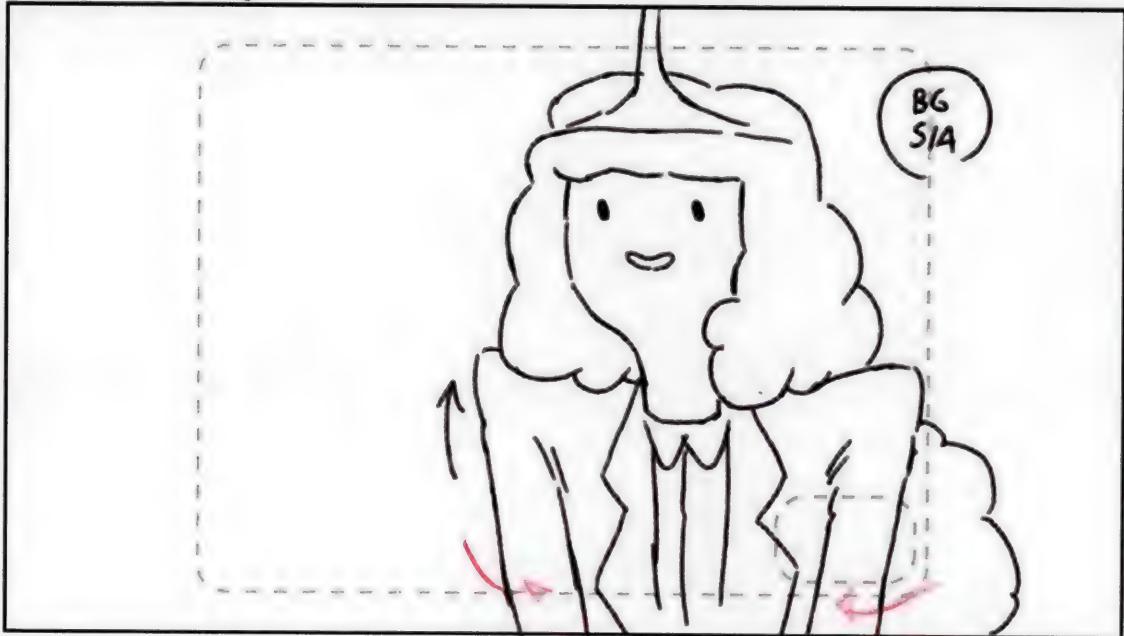
day night

Sc. 183

Pnl. A

Bg.

day night



EPISODE # 1034-233

1034 / 233

Dialog:

PB/ YOUR MURALS ARE SO BEAUTIFUL.

PB/ I WANT YOU TO PAINT ONE

Action:

Timing:

SEP 10 2017

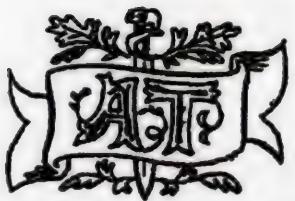
Production :

PB REACH TO BGTT 16



1034 / 233

ADVENTURE TIME

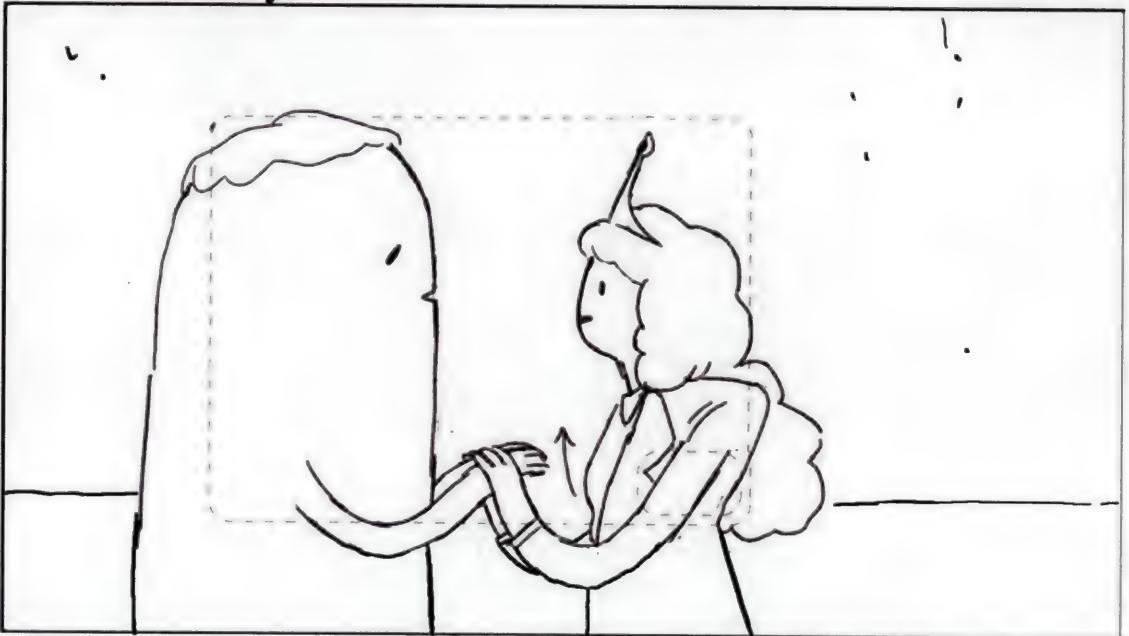


Page 260

Sc. 183 CONT Pnl. B

Bg.

day night

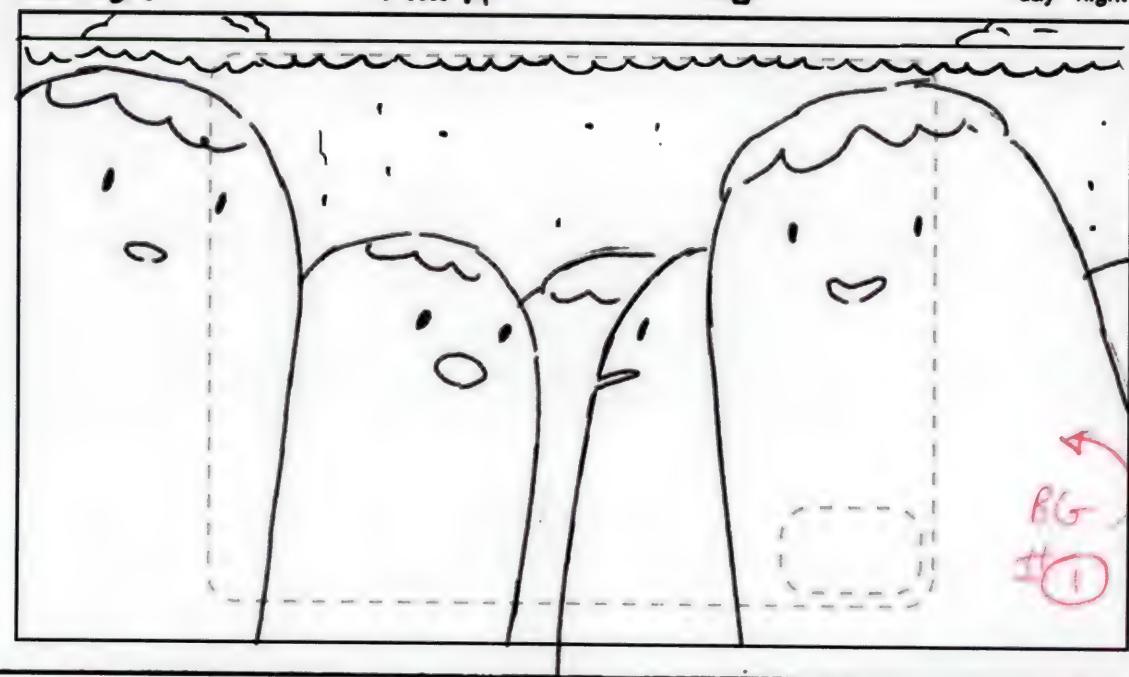


Sc. 184

Pnl. A

Bg.

day night



Dialog:

PB / - IN THE BANQUET HALL.

P
BGS / (ADMIRATION WALLA, QUIET) THE PRINCESS
SPARED HIM .. SO WISE .. SO UNKNOWNABLE
(ETC ETC)

FAS
LEFT
SIDE
BLT

Action:

PB GRABS HIS HANDS

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME



Page 261

Sc. 184 cont

Pnl. B

Bg.

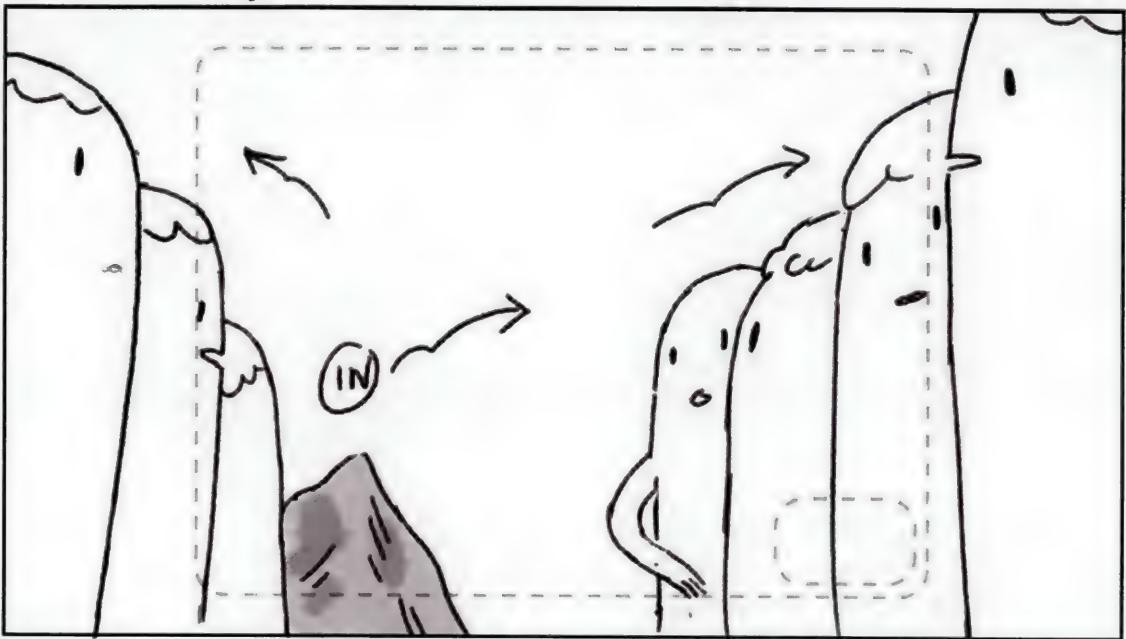
day night

Sc. 184 cont

Pnl. C

Bg.

day night



Dialog:

CCC/ Make way!

SFX / * SQUEAKY WHEELS *

CCC/ Oh, merciful...

Action:

CROWD PARTS

CCC PUSHING COVERED STATUE

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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1034/233

ADVENTURE TIME



NO SC 186

Page 262

Sc. 185

Pnl. A

Bg.

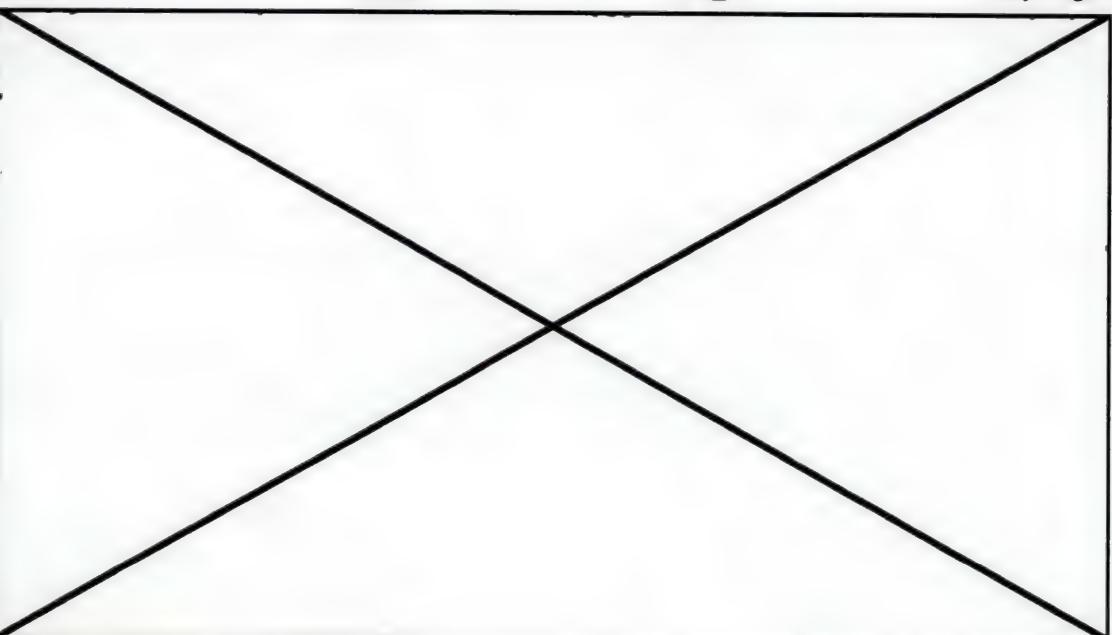
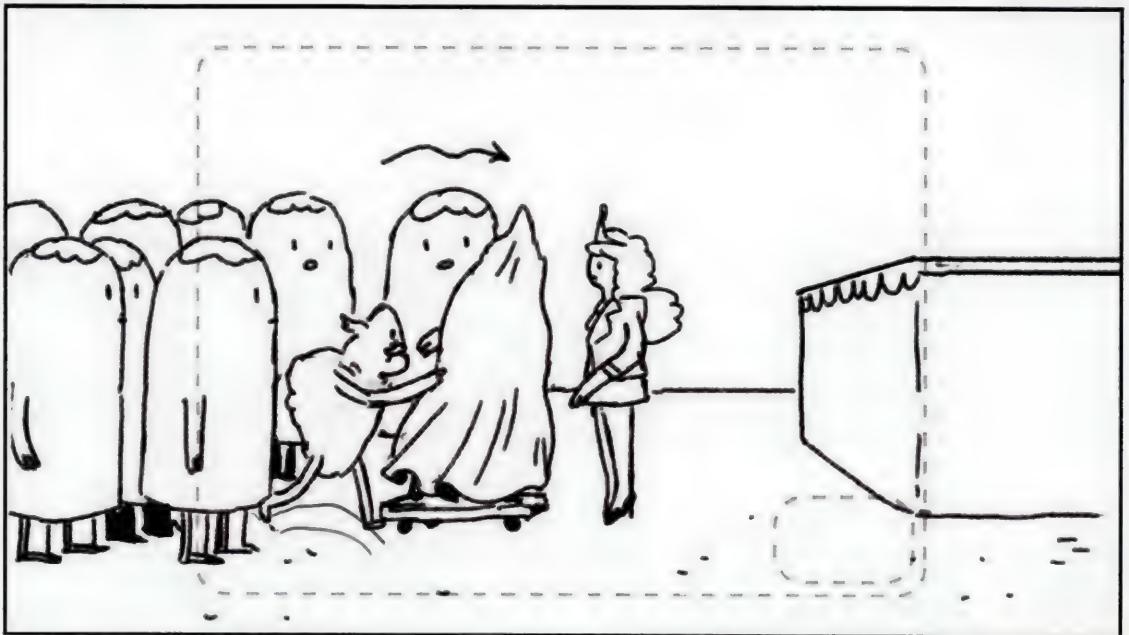
day night

Sc.

Pnl.

Bg.

day night



Dialog:

CCC/ princess...

SFX/ * SQUEAKY WHEELS *

Action:

WHEELS IT RIGHT UP TO PB

Timing:



SEP 10 2015

Production :

EPISODE # 1034-233

1034/222

ADVENTURE TIME

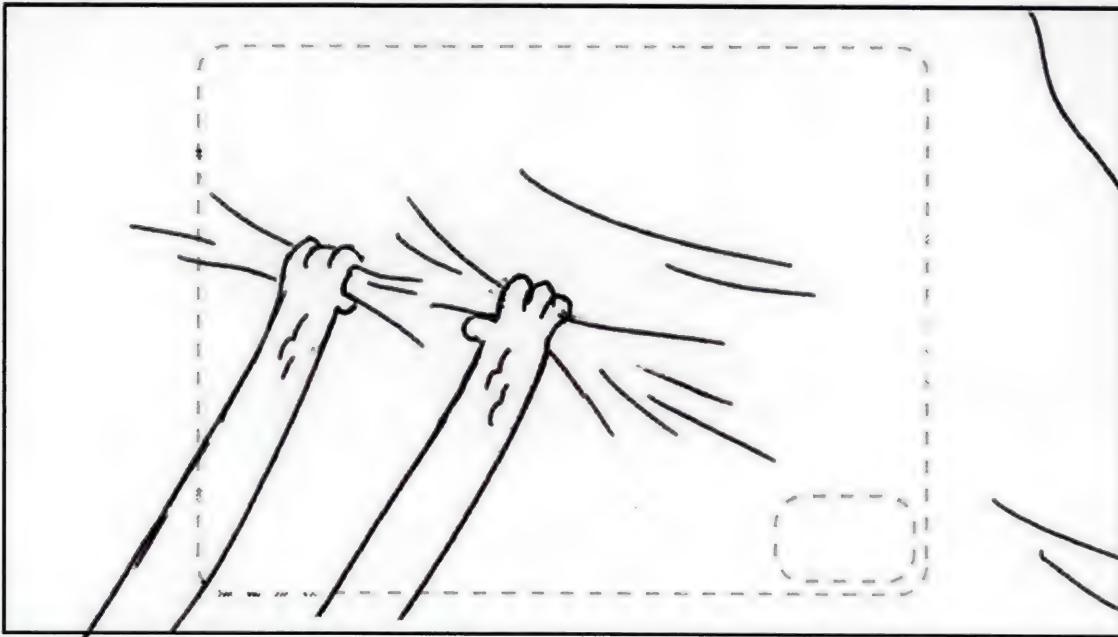


Sc. 187

Pnl. A

Bg.

day night

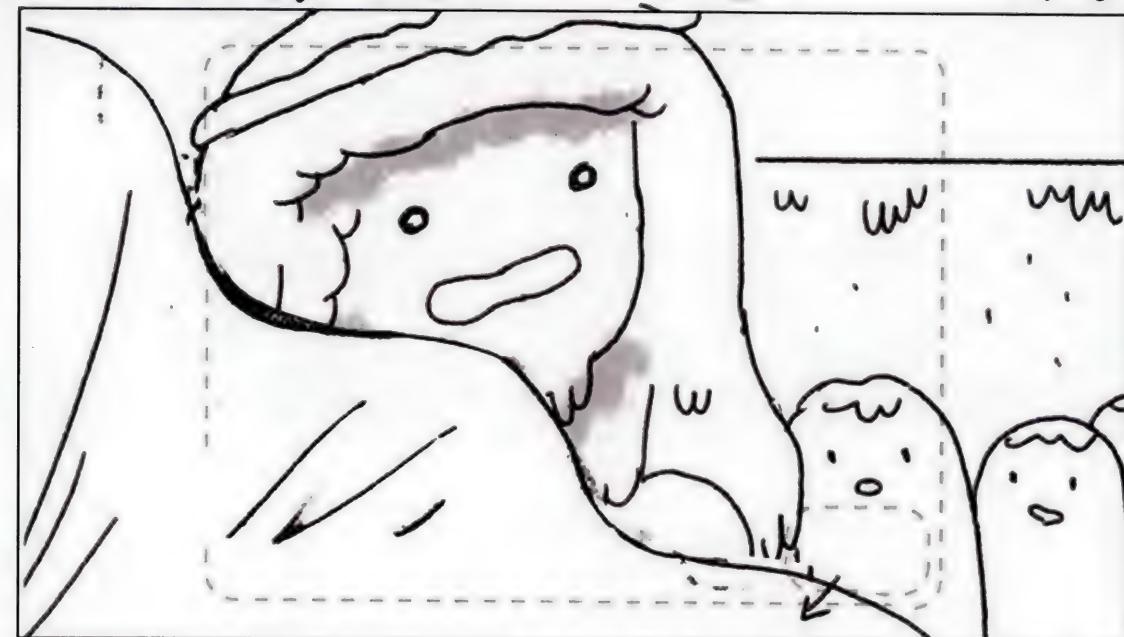


Sc. 187 cont

Pnl. B

Bg.

day night



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1034/233

Dialog:

SFX/* WOO SH *

Action:

CCC HOLDING CLOTH

STATUE BACKLIT, OBSCURED

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



Page 264

Sc. 187 cont

Pnl. C

Bg.

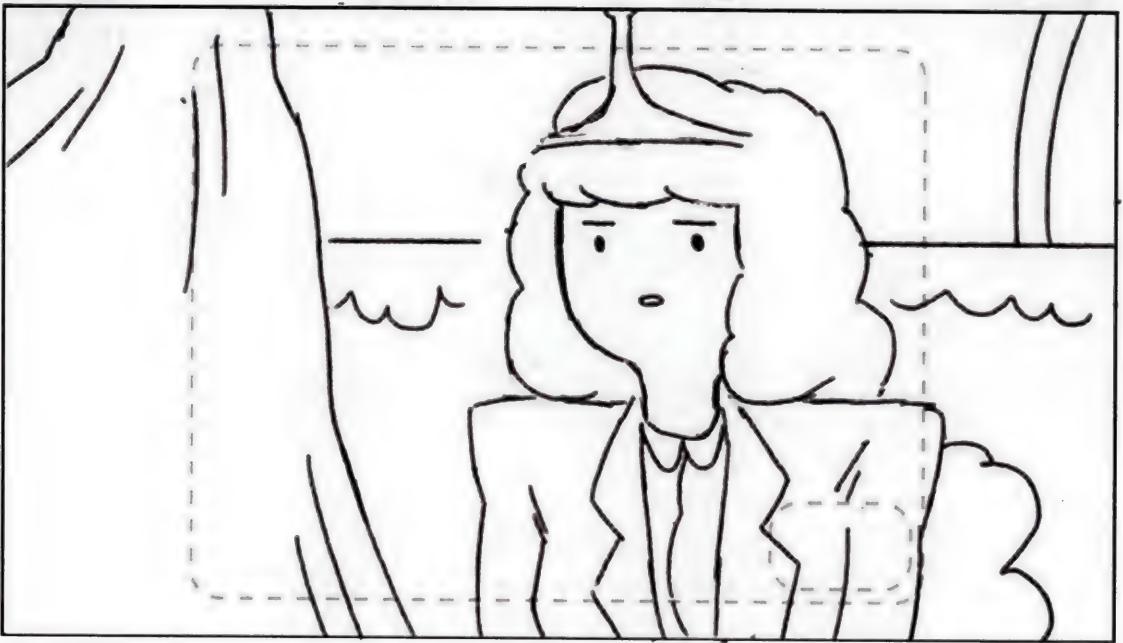
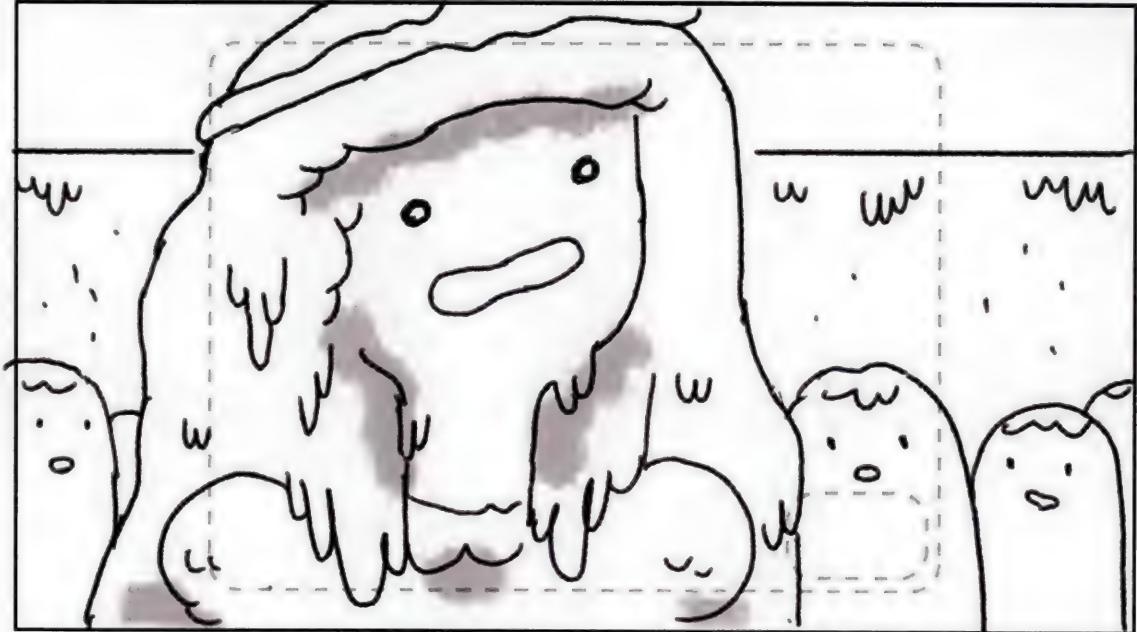
day night

Sc. 188

Pnl. A

Bg.

day night



1034/233

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Dialog:

PB/ Uhh..

(A)

Action:



Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME

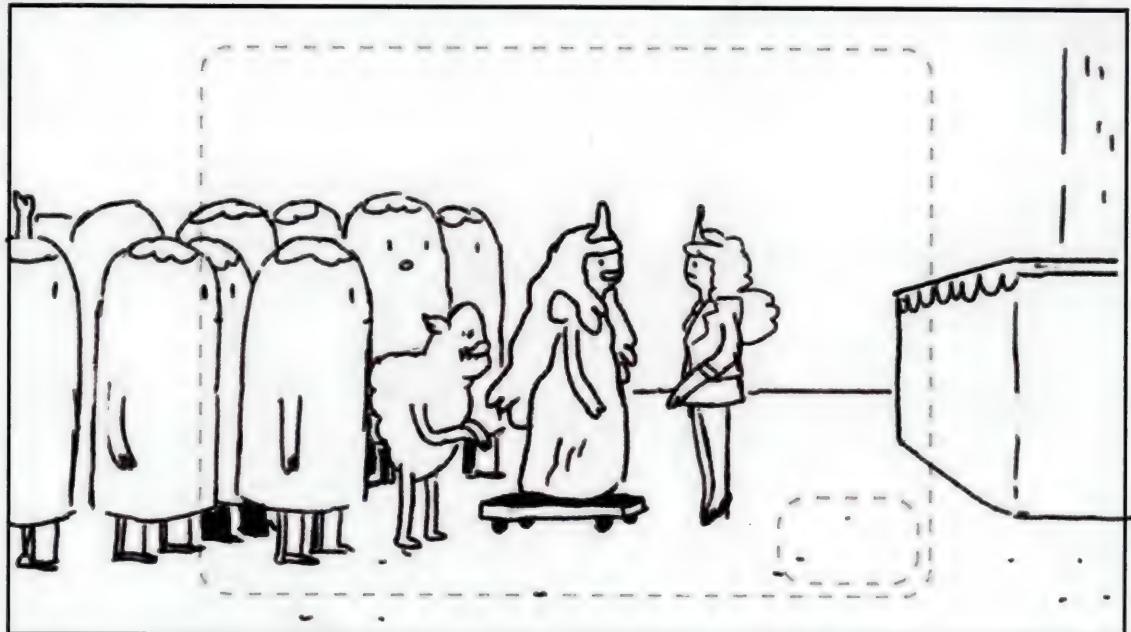


Sc. 189

Pnl. A

Bg.

day night



Sc. 189

cont

Pnl. B

Bg.

day night



Page 265

1034/233

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Dialog:

CCC/ Thank you for sparing your lowly servant.

Action:

BGS DROP TO THEIR KNEES & CHANT

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 266

Sc. 190

Pnl. A

Bg.

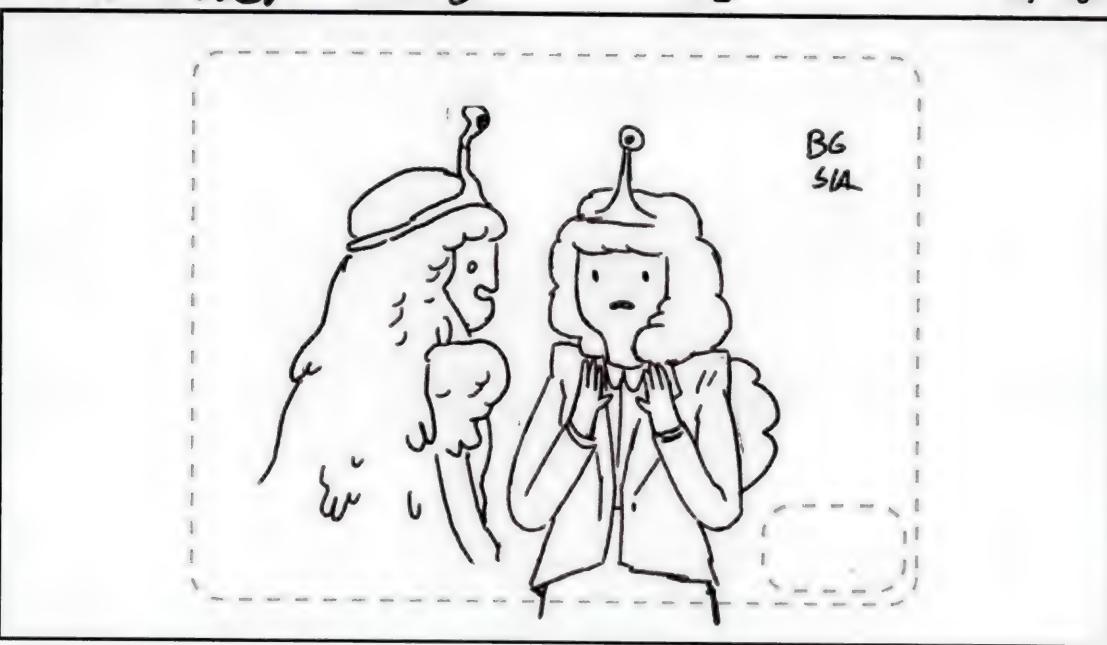
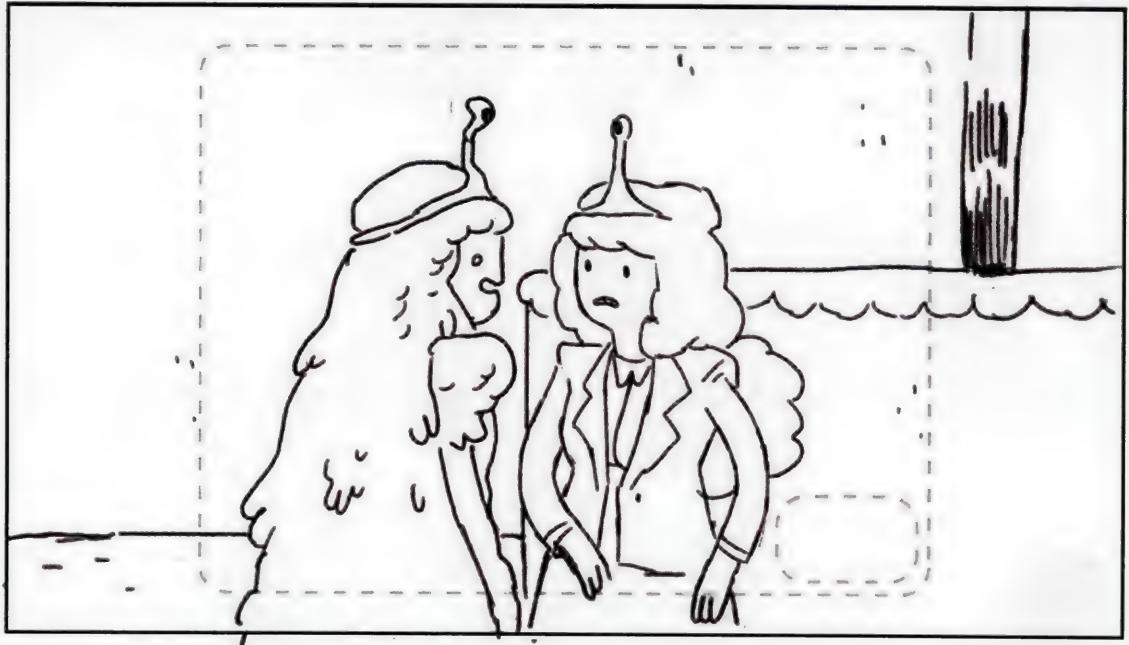
day night

Sc. 190 cont

Pnl. B

Bg.

day night



Dialog:

SFX / * BG CHANTING WALLA *

PB/A - BUP-BUP-BUP NO NO NO NO —

SFX / * CHANTING PETERS OUT W A MUMBLE *

Action:

Timing:

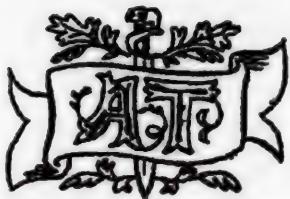
SEP 10 2015

Production :

EPISODE # 1034-233

1034 / 233

ADVENTURE TIME



Page 267

Sc. 190 *CONT*

Pnl. C

Bg.

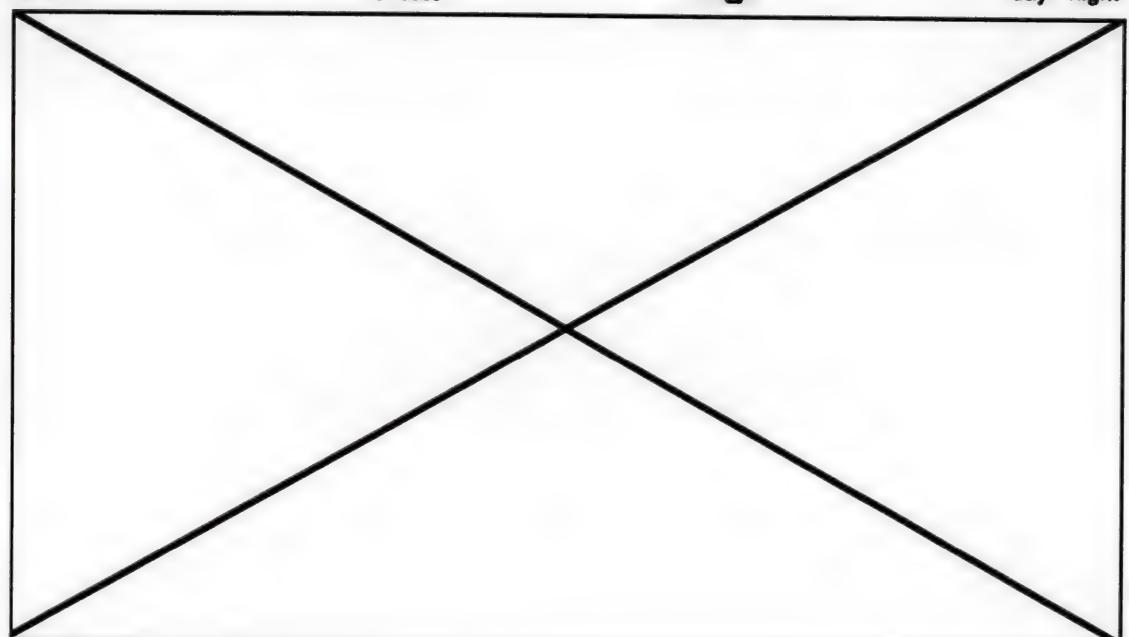
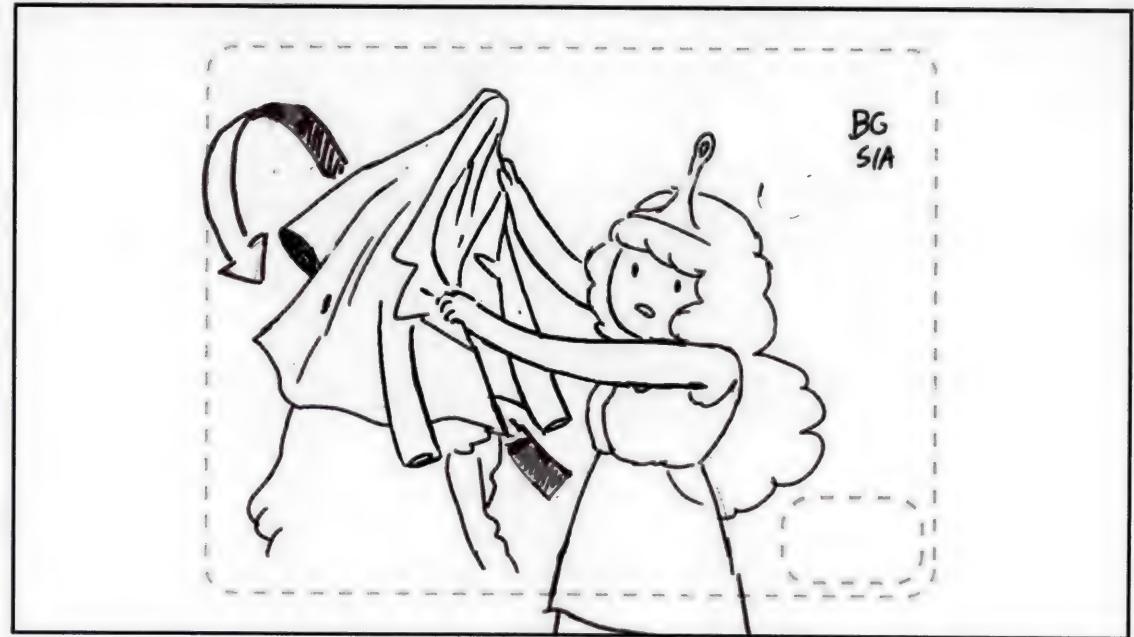
day night

Sc.

Pnl.

Bg.

day night



1034 / 233

Dialog:

PB/ I'm just a person.

Action:

PB SHRUGS COAT OFF
& THROWS IT OVER STATUE

Timing:



SEP 10 2015

Production :

EPISODE # 1034-233

1034 / 233

ADVENTURE TIME



Sc. 190 cont

Pnl. D

Bq.

day night

Sc. 191

Pnl A

Bg.

Page 268

1034 / 233

Dialog:

PB / I'VE DONE THINGS IN THE PAST...

PB / (015) Things I'M NOT PROUD of.

Action:



Timing:

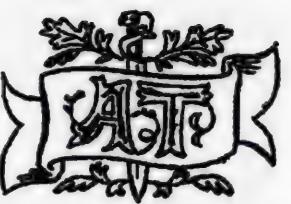
BG TENTATIVELY OPENS EYE
& SHUTS IT AGAIN

SEP 10 2015

Production :

1034/233

ADVENTURE TIME



Page 269

Sc. 192

Pnl. A

Bg.

day night

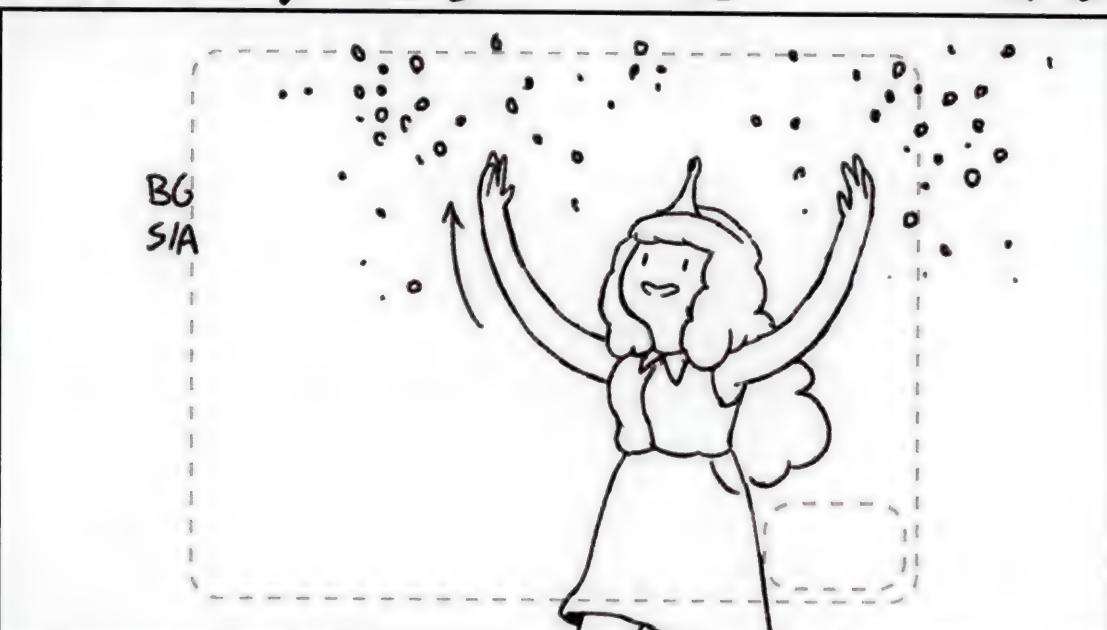
Sc. 192

cont

Pnl. B

Bg.

day night



Dialog:

PB / BUT today, I'm here to -

(KIND OF FORCED)
PB / CELEBRAAAATE!

Action:

PB RUMMAGES IN SKIRT POCKETS

PB THROWS CONFETTI

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



Page 270

Sc. 192 cont

Pnl. C

Bg.

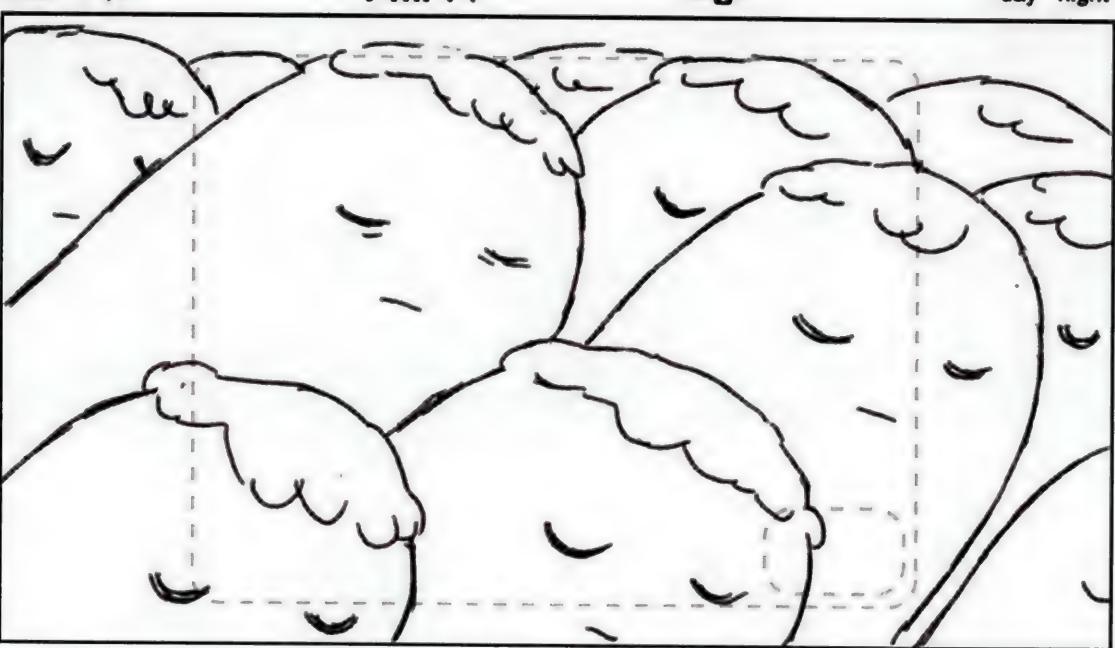
day night

Sc. 193

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME

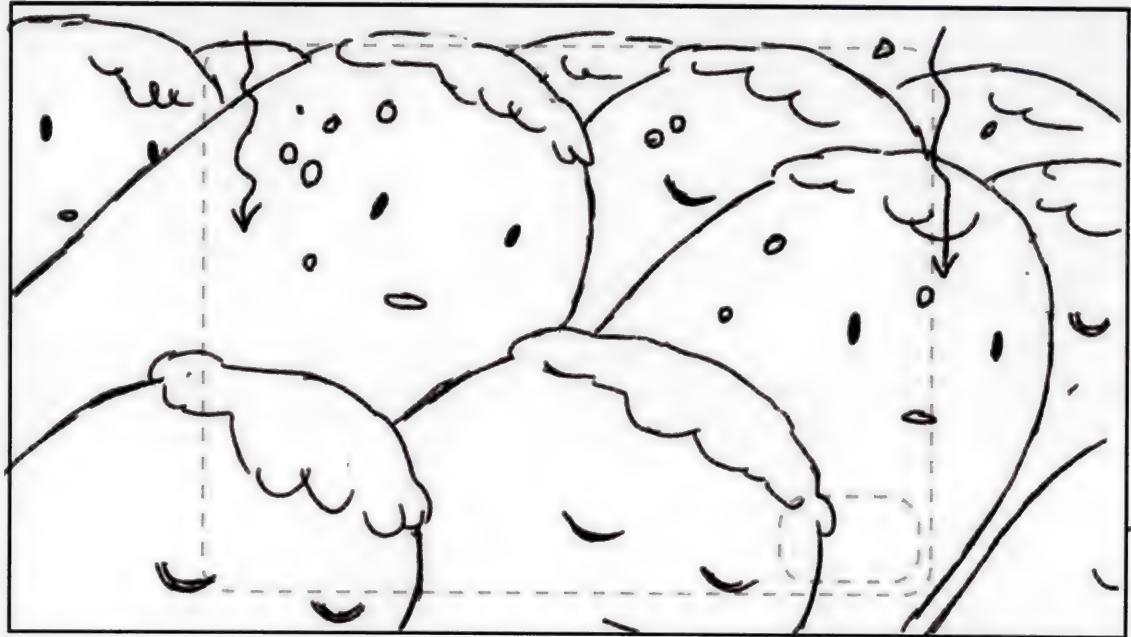


Page 271

Sc. 193 cont Pnl. B

Bg.

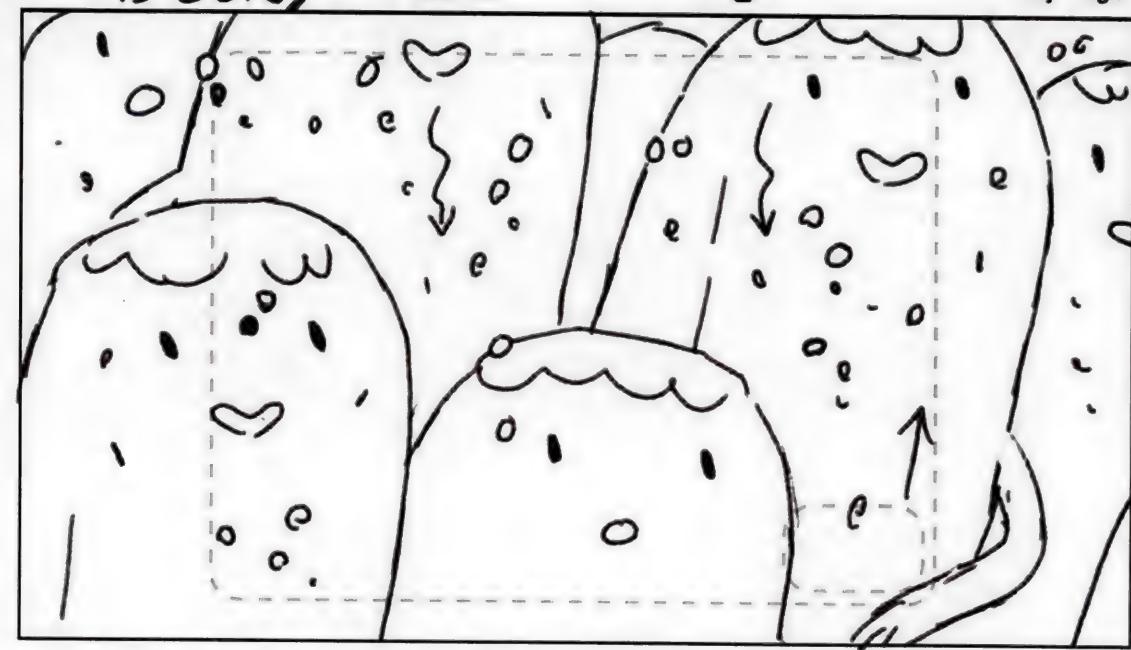
day night



Sc. 193 cont Pnl. C

Bg.

day night



1034/233

Dialog:

PB / (o/s) HA HA ...

Action:

BGS NOTICE FALLING CONFETTI

BGS RISE

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

1034/233

ADVENTURE TIME



Page 272

Sc. 194

Pnl. A

Bg.

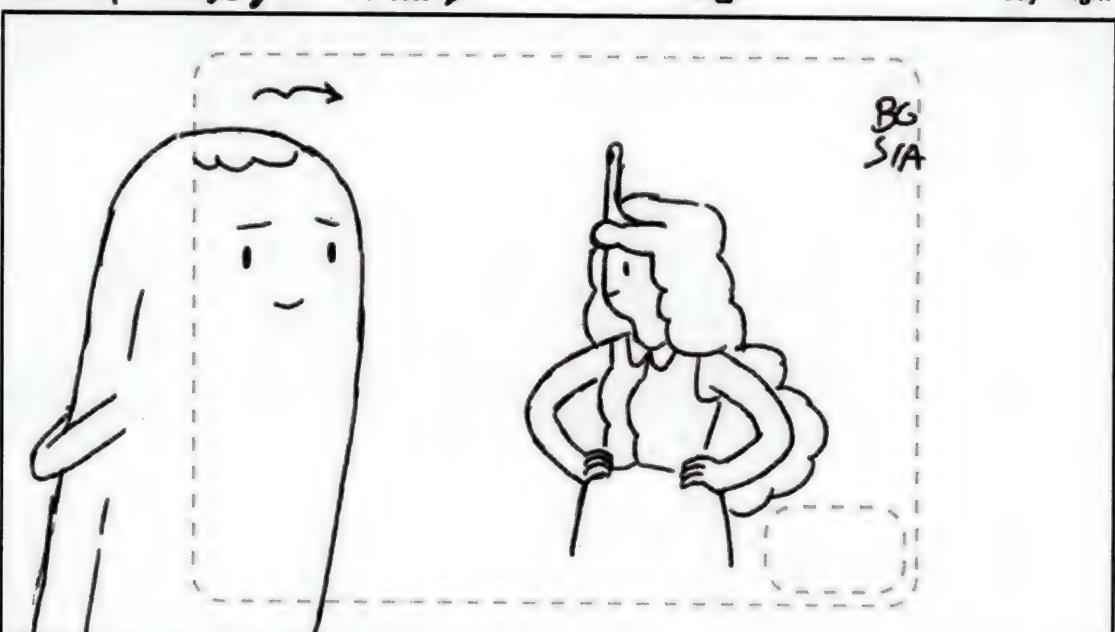
day night

Sc. 194 cont

Pnl. B

Bg.

day night



1034/233

Dialog:

t2 BG / PRINCESS ...?

PB / MM?

Action:

PB LOOKING SELF-SATISFIED

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 273

Sc. 195

Pnl. A

Bg.

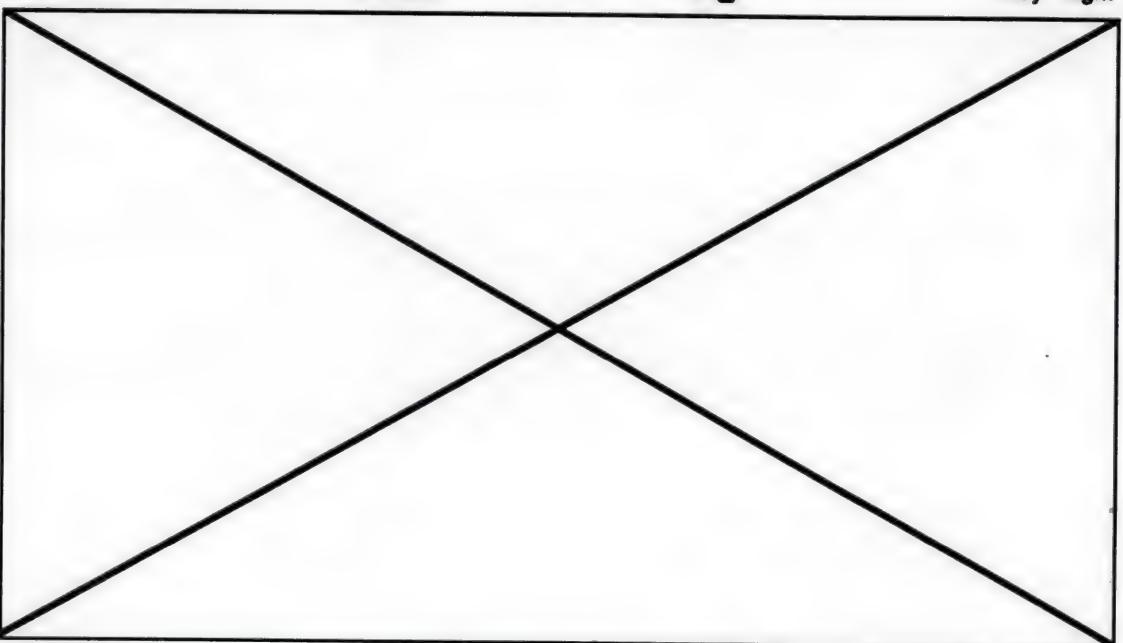
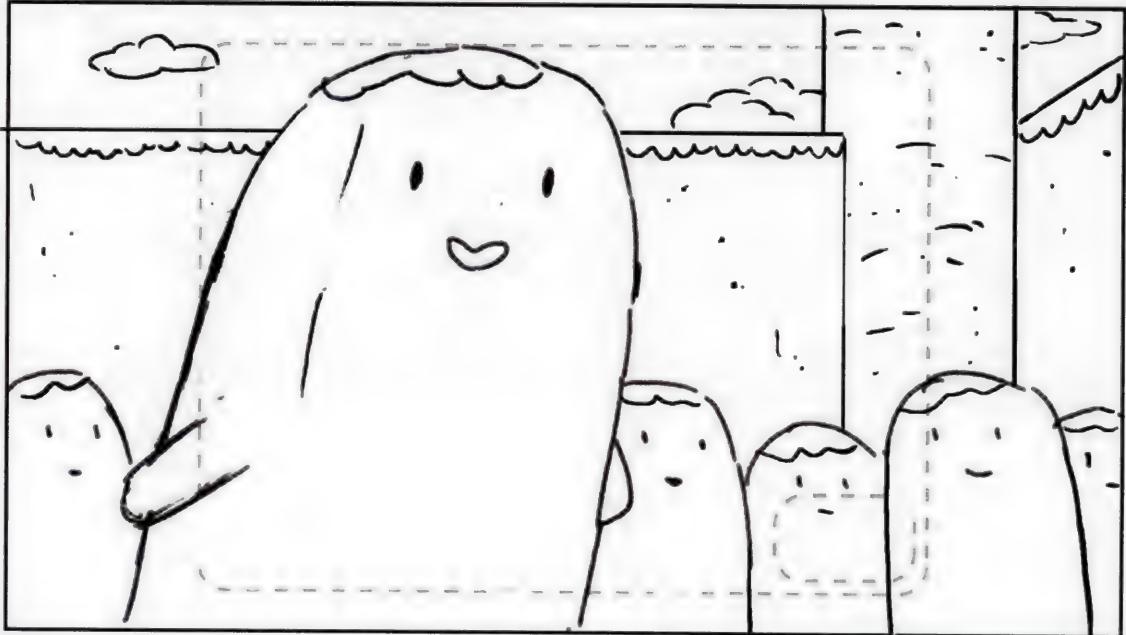
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

SEP 10 2010

Production :

EPISODE # 1034-233

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ADVENTURE TIME



NO SC'S
196-197

Page 274

Sc. 195 *cont* Pnl. B

Bg.

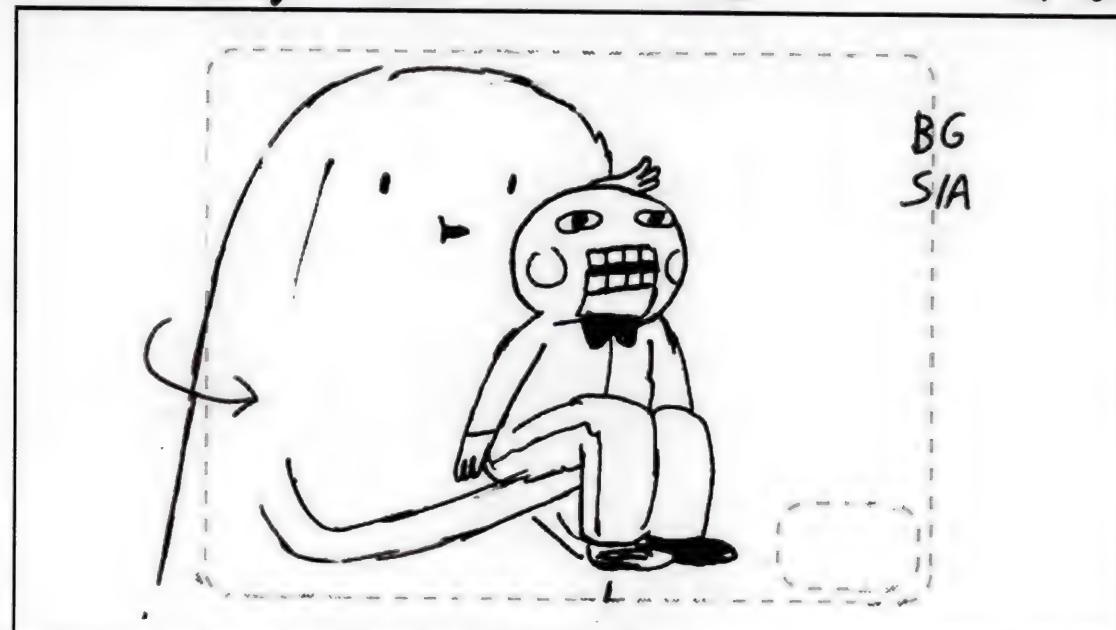
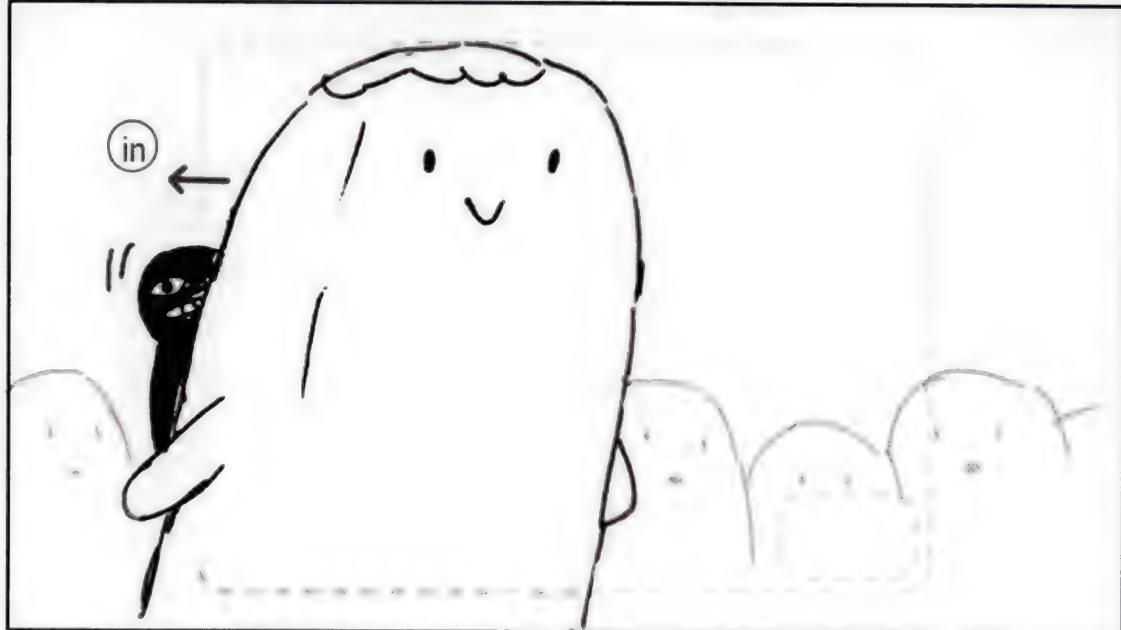
day night

Sc. 195 *cont*

Pnl. C

Bg.

day night



Dialog:

BG / (HIGH PUPPET VOICE) I LOVE YOU

Action:



Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

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1034 / 233

ADVENTURE TIME

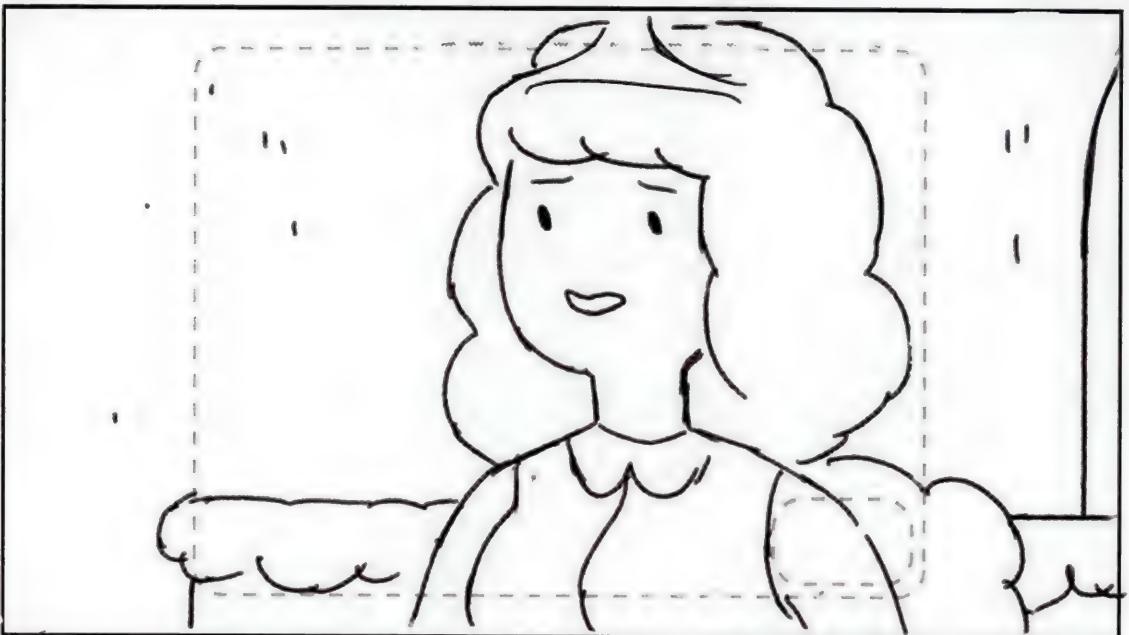


Sc. 198

Pnl. A

Bg.

day night



Sc. 198 cont

Pnl. B

Bg.

day night



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EPISODE # 1034-233

Production :

Dialog:

PB/ WOW...

Action:

Timing:

SEP 10 2015

1034/233

ADVENTURE TIME

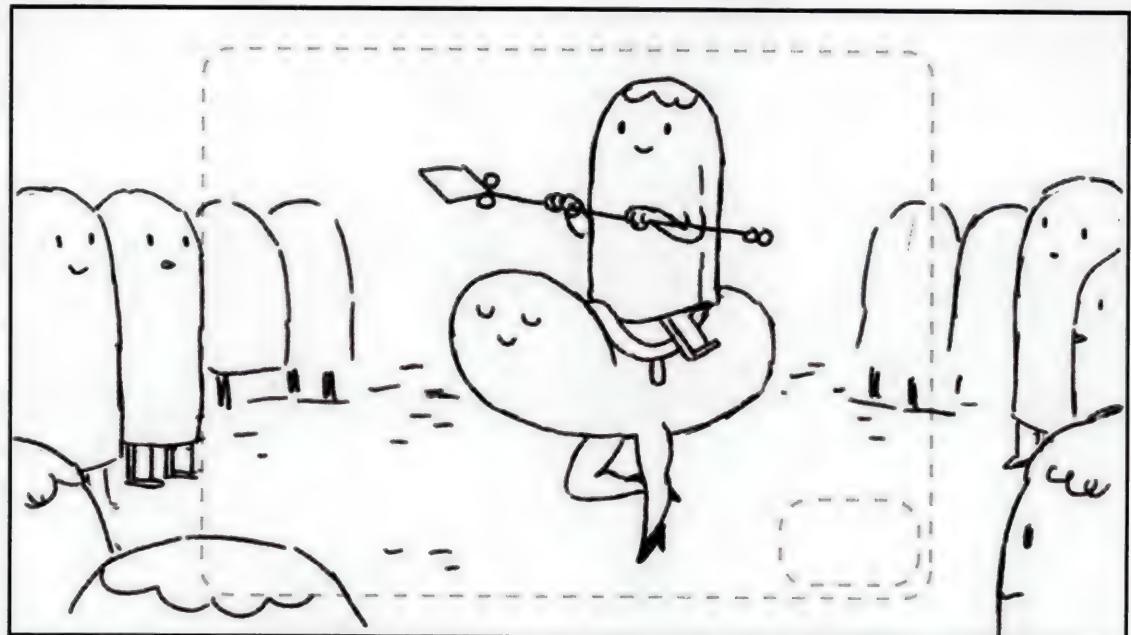


Sc. 199

Pnl. A

Bg.

day night



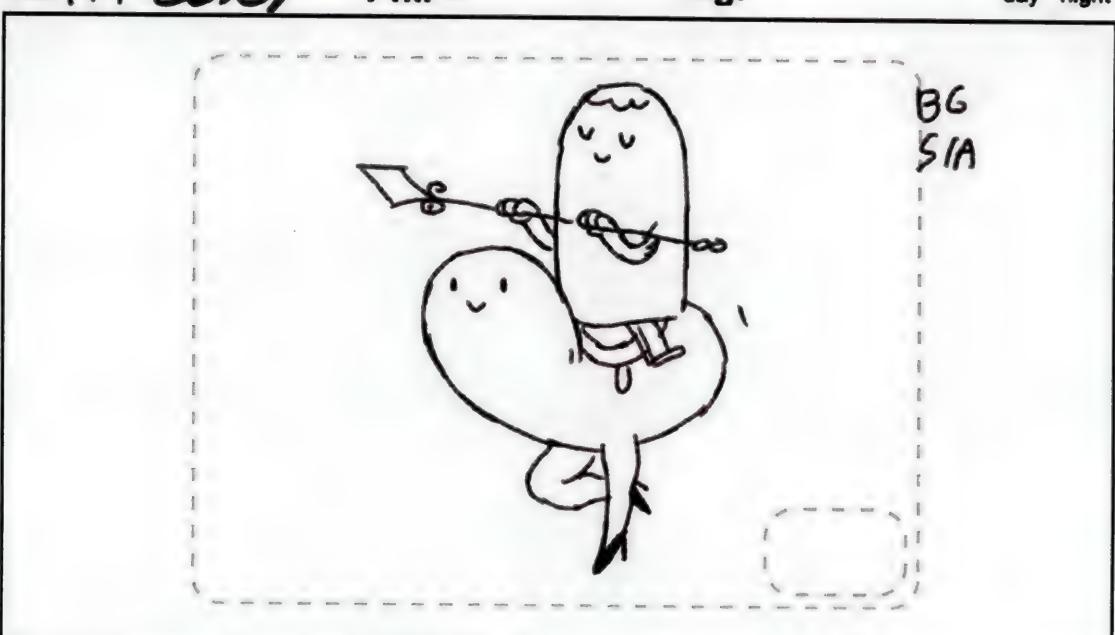
Sc. 199 cont

Pnl. B

Bg.

day night

BG
SIA



1034/233

Dialog:

SFX/ CUP CLOP CLIP CLOP

Action:



FANCY DRESSAGE STEPS
AB AB AB AB AB

Timing:



SEP 10 2015

Production :

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ADVENTURE TIME



Sc. 199 **CONT**

Pnl. C

Bg.

day night

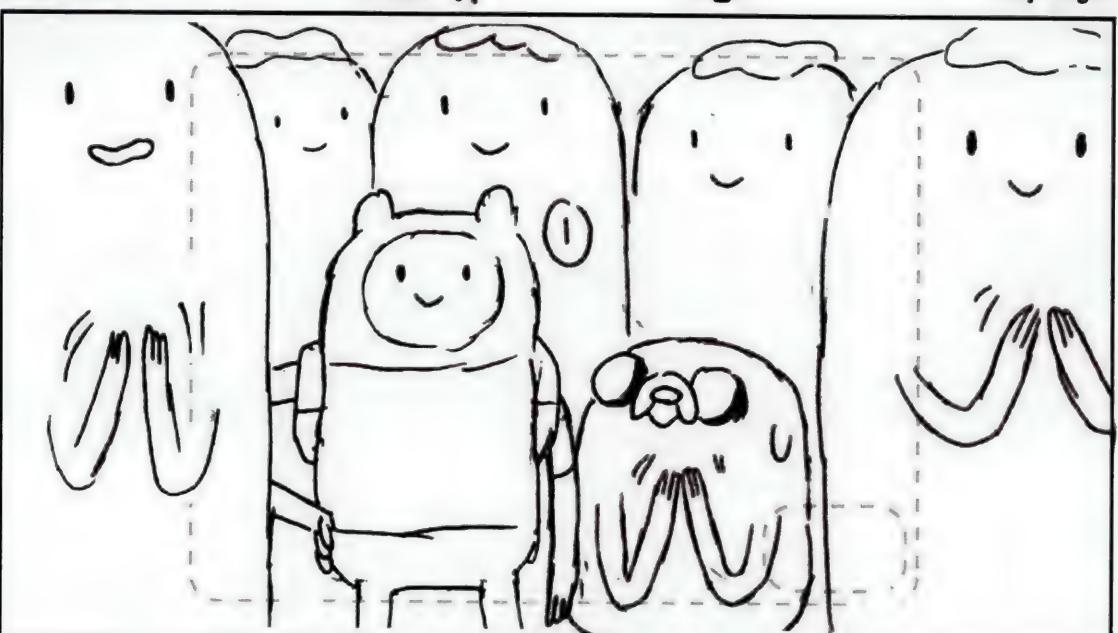
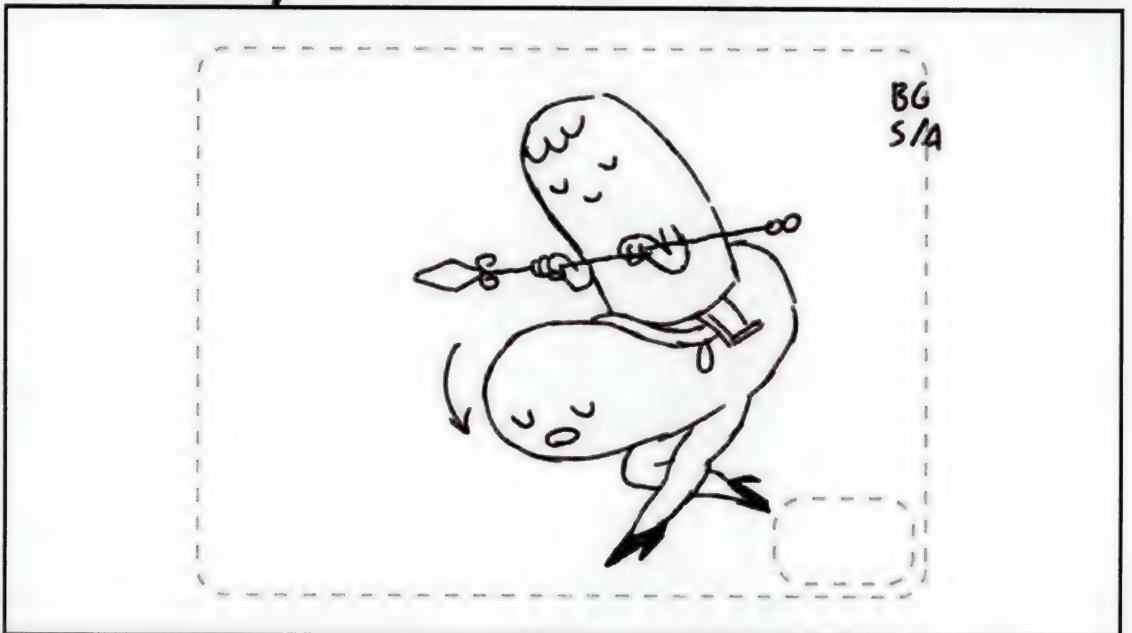
Sc. 200

Pnl. A

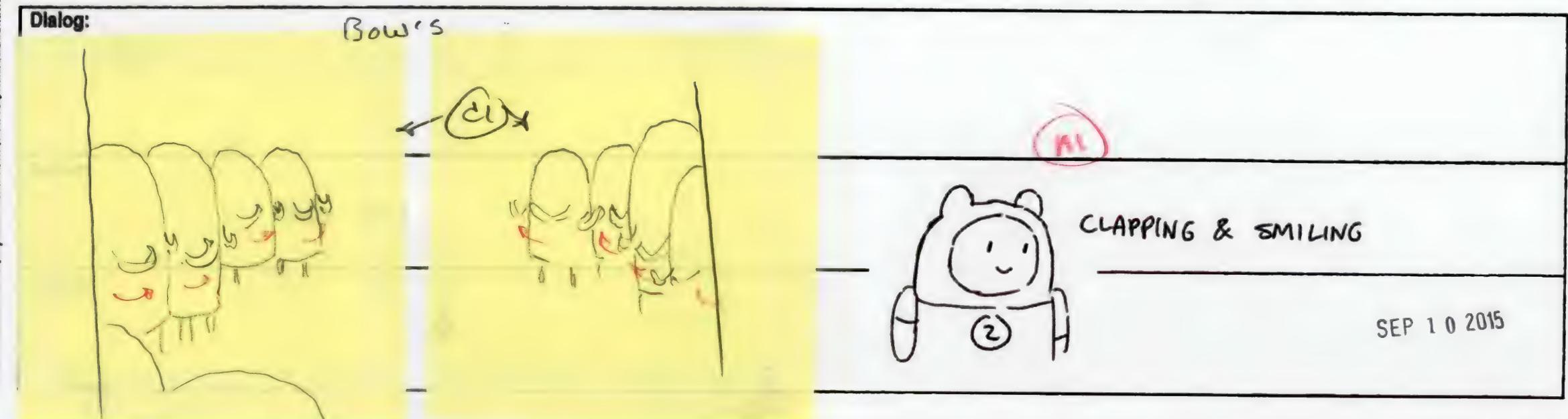
Bg.

day night

Page 277



1034/233



EPISODE # 1034-233

Production :

1034/233

ADVENTURE TIME



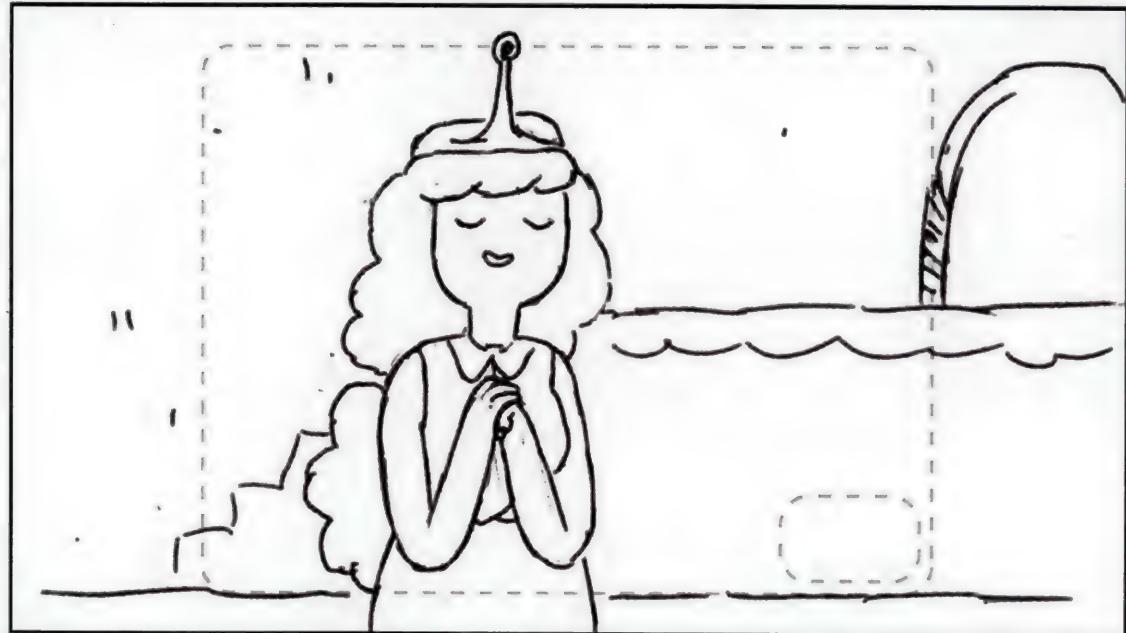
Page 278

Sc. 201

Pnl. A

Bg.

day night

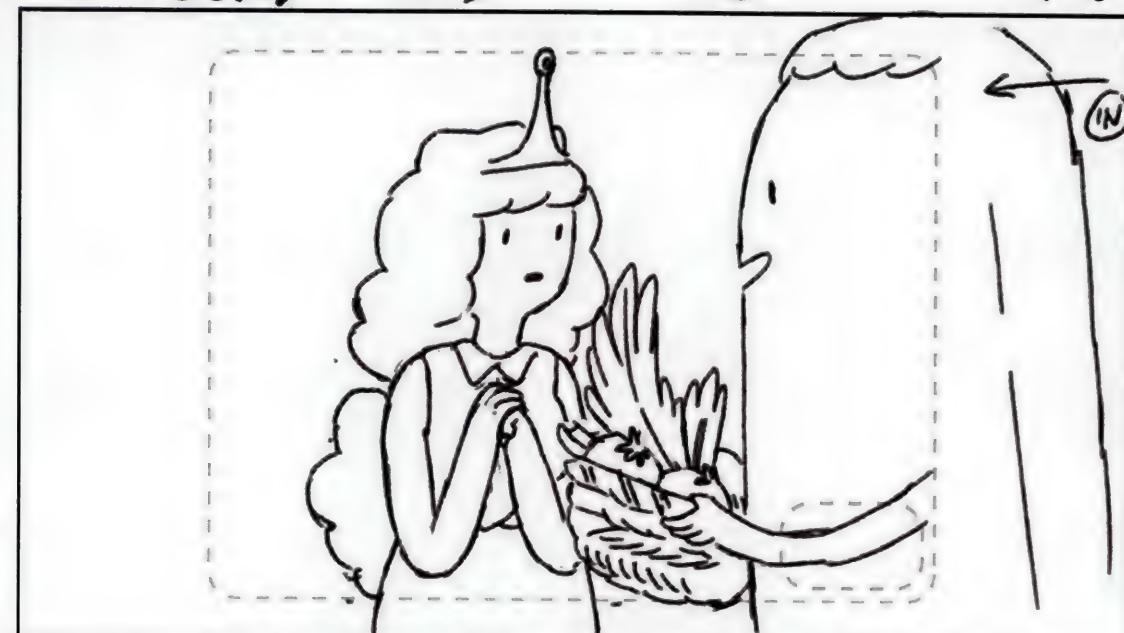


Sc. 201 cont

Pnl. B

Bg.

day night



Dialog:

PB / MY BANANA GUARDS ARE SO TALENTED

BG / I GREW THESE! HI-DA-RD-PON-I-CAL-Y!

Action:

BG HANDS PB WICKER BASKET FULL OF VEGGIES

Timing:

SEP 10 2011

Production :

EPISODE # 1034-233

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1034/233

1034/233

ADVENTURE TIME



Page 279

Sc. 201 *CONT*

Pnl. C

Bg.

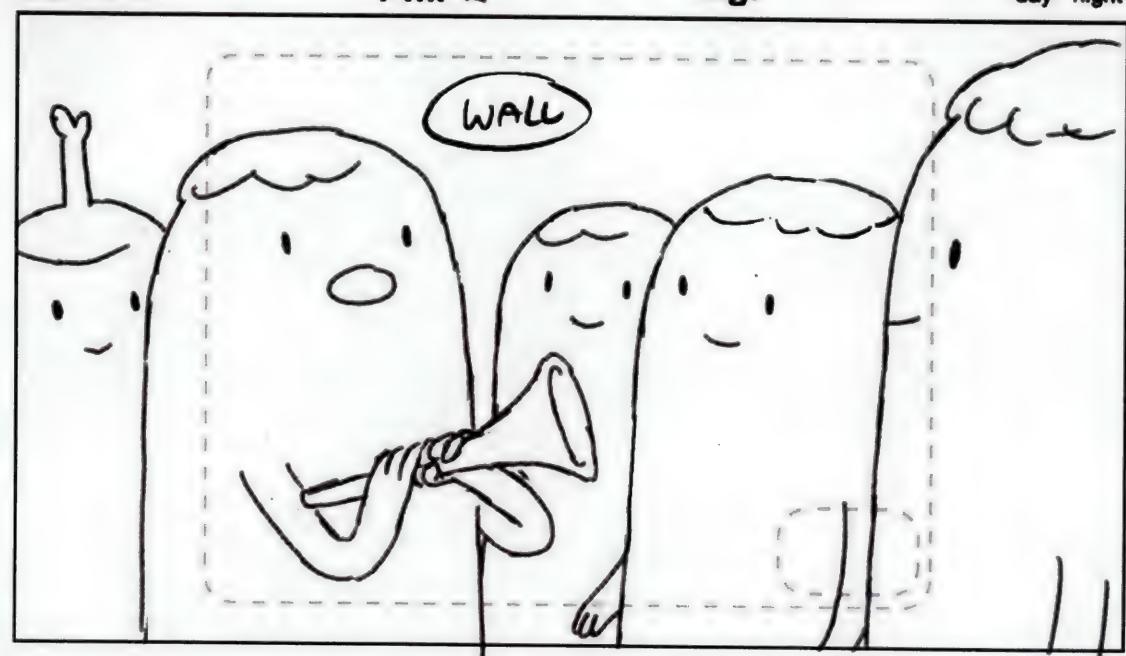
day night

Sc. 202

Pnl. A

Bg.

day night



Dialog:

BG/ And I CAN ACTUALLY PLAY
w/trumpet really good!

Action:

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME

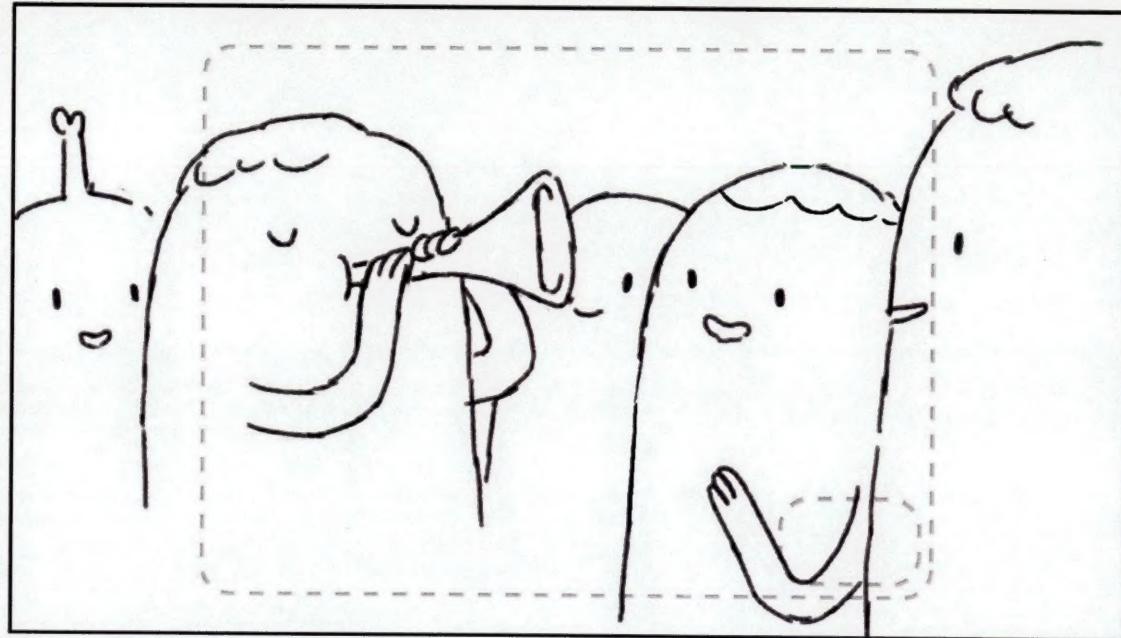


day night

Sc. 202 cont

Pnl. B

Bg.



Sc. 202 cont

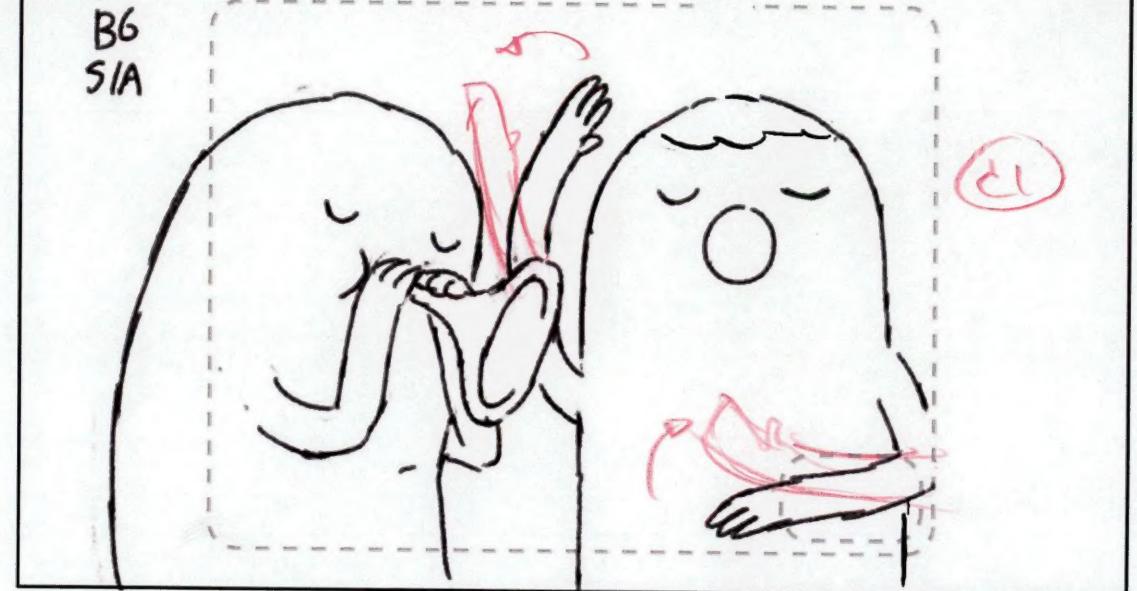
Pnl. C

Bg.

day night

Page 280

B6
SIA



Dialog:

SFX / * BEAUTIFUL BUGLE MELODY *

BG / * BEAUTIFUL OPERATIC SINGING *
(SAME FROM SHOWER)

Action:

BUGLE & SINGING CONTINUE IN BG
TO THE END

Timing:

SEP 1 2015

Production :

EPISODE # 1034-233

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ADVENTURE TIME



Page 281

Sc. 203

Pnl. A

Bg.

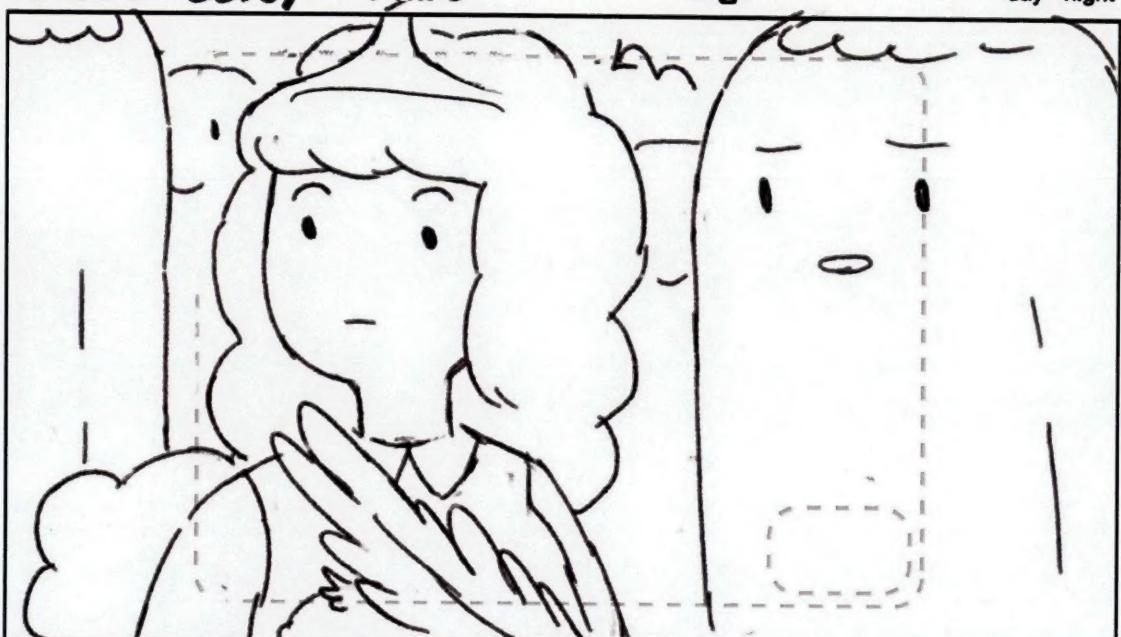
day night



Sc. 203 cont Pnl. B

Bg.

day night



Dialog:

SFX / (OS) BUGLE & SINGING

BG / UM, PRINCESS?

Action:

(SP)

Timing:

SEP 10 2015

Production :

EPISODE # 1034-233

1034/233

ADVENTURE TIME



Page 282

Sc. 203 **CONT** Pnl. C

Bg.

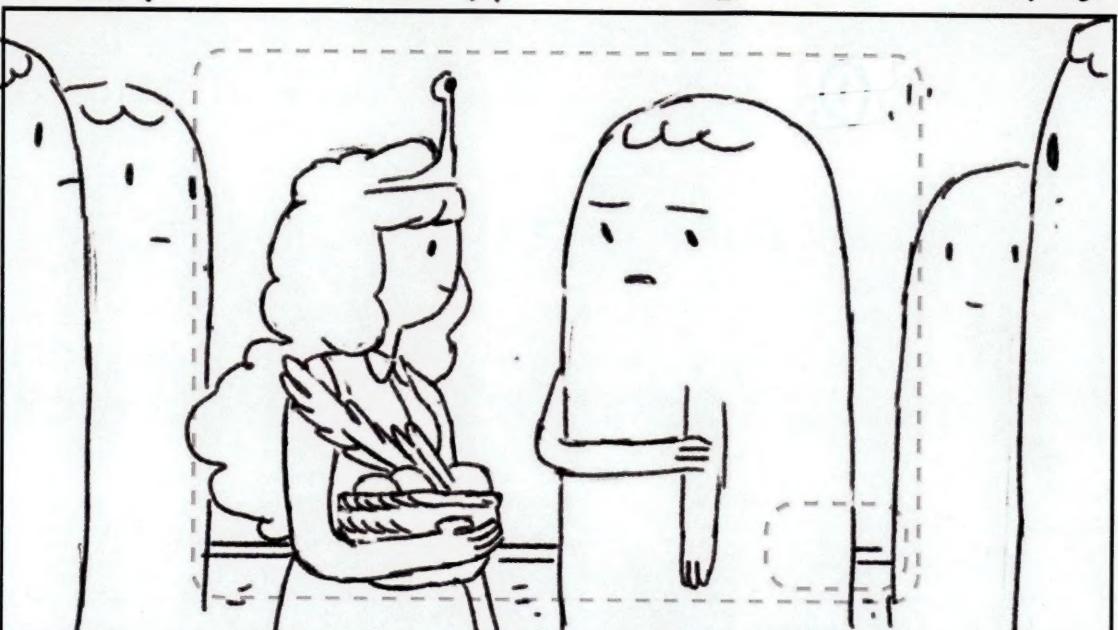
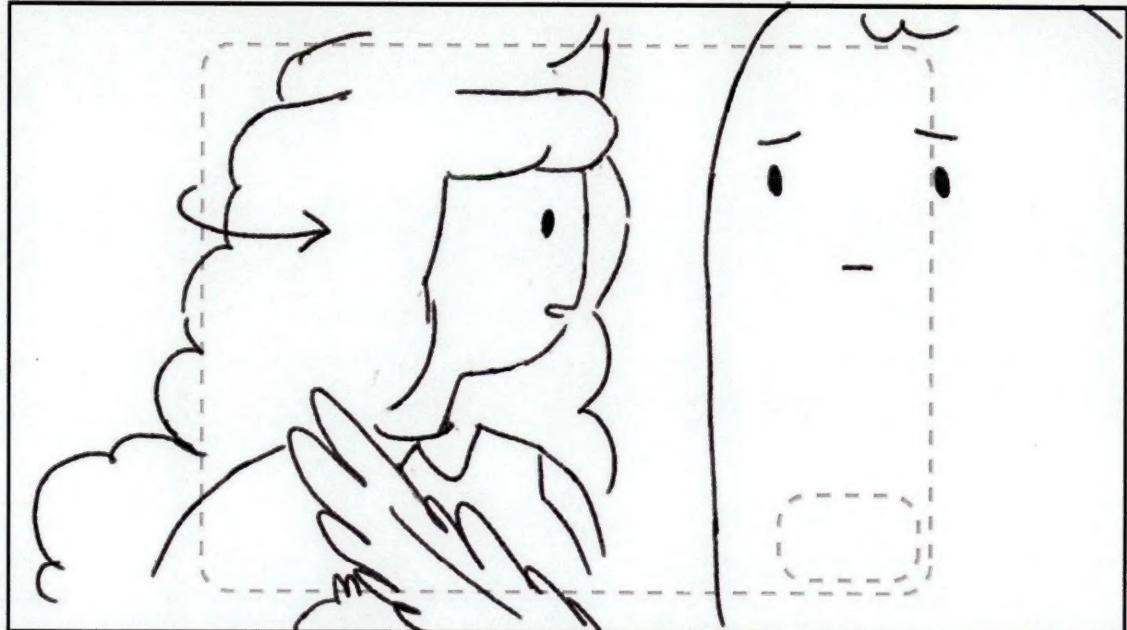
day night

Sc. 204

Pnl. A

Bg.

day night



1034 / 233

Dialog:

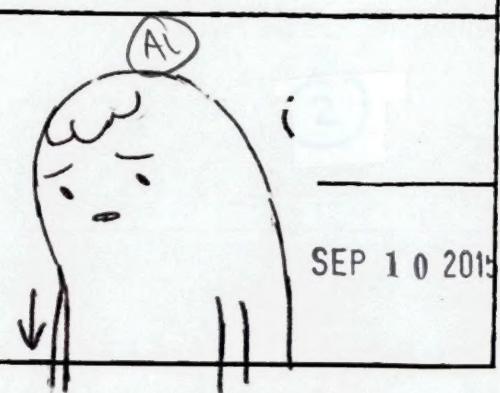
PB / YES?

BG / I DON'T HAVE A SPECIAL TALENT ...

Action:

BG HANGS HEAD &
DROPS ARM

Timing:



Production :

EPISODE # 1034-233

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ADVENTURE TIME

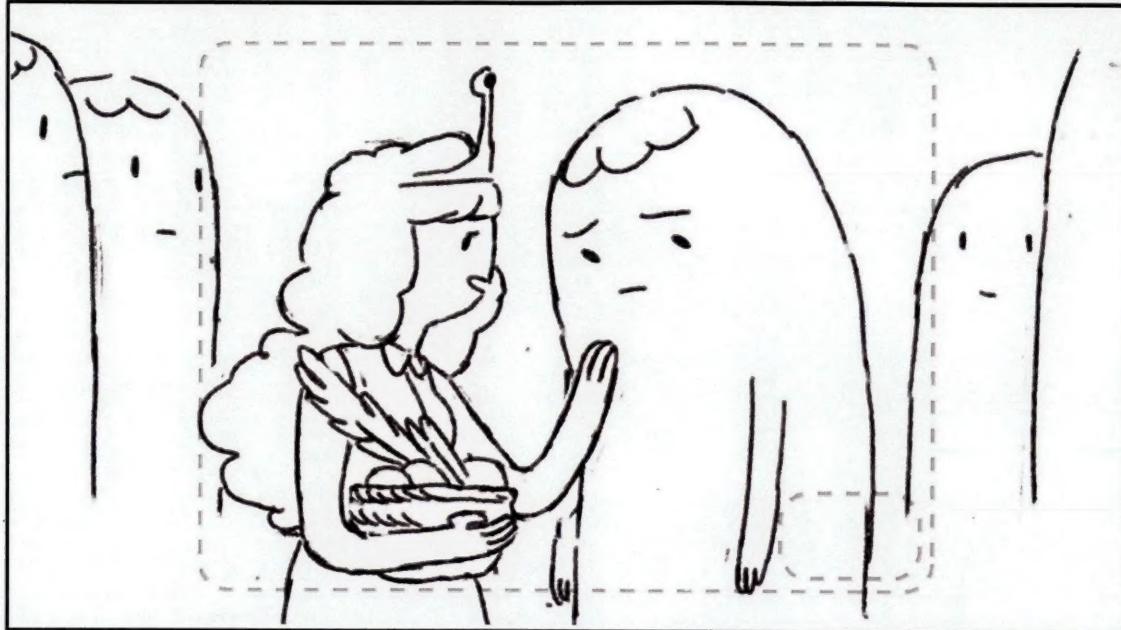


Sc. 204 CONT

Pnl. B

Bg.

day night



Sc. 204 cont

Pnl. C

Bg.

day night



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EPISODE # 1034-233

Production :

Stop

1034 / 233

Dialog:

PB / THAT'S OKAY TOO.

(BL)

BG / HOORAY !

Action:



Timing:

SEP 10 2015

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